

MARVEL®

THE OFFICIAL MARVEL® NEWS MAGAZINE!



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MARVEL MAGAZINE®



**SPECIAL
PREVIEW
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**THE
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1987

Stan Lee presents

MARVEL AGE

SALICRUP'S SECTION



Happy New Year, Culture-lovers! As great as '87 was '88 is going to be even greater! We've got so many new projects planned that you simply can't afford to miss a single issue of MARVEL AGE MAGAZINE!

But before we forget all about 1987, may I direct your attention to our inside back cover which features the Comics Buyer's Guide Fan Awards for 1987 ballot. Here's your chance to cast your vote for what you thought were the best written and drawn titles of '87. Not only will your voice be heard, but you'll get a free copy of the *Comics Buyer's Guide*, a nifty weekly newspaper devoted to the comics industry, which features ads aplenty offering everything from classic comic book back issues to specially designed plastic bags in which to store your comics. Not that I would ever want to influence your ballot, but for the last two years our good friend **Mark Gruenwald**, self-described hardest-working editor

in comics, has been coming in second. He'd really love to win this year, and we'd really love for him to win too. Not only do we feel he deserves it, but if he wins he'll stop whining about coming in second. Now, personally coming in second sounds simply wonderful . . .

In case any of you thought I may have forgotten all about my never-ending crusade against the use of the term *Marvel Zombie*, fear not, I was just warming up. (For those of you who are sick of all this nonsense, just skip ahead and enjoy the rest of the issue!)

Last issue we touched on the type of behavior that started all this silly name-calling in the first place, namely a comics fan that only buys Marvel

Comics. Naturally, we're as thrilled as could be that there are many loyal Marvelites out there. Our accountants are particularly thrilled by their presence. But what we really wish is that people buy our titles only because they think they're the greatest. No one's pointing a gun to anyone's head demanding that he or she buy Marvel Comics. There are lots of other great comics out there published by dozens of other publishers and we certainly don't want anyone to miss out on the fun due to a misplaced sense of loyalty, but at the same time if someone enjoys his monthly dose of Marvel madness, we don't see anything wrong with that. And it's certainly no reason to start calling people names. Do you call a person names if they don't see every movie released? Or every TV show broadcast? Or listen to every new record album?

More next issue. Can you take it?

—Jim Salicrup

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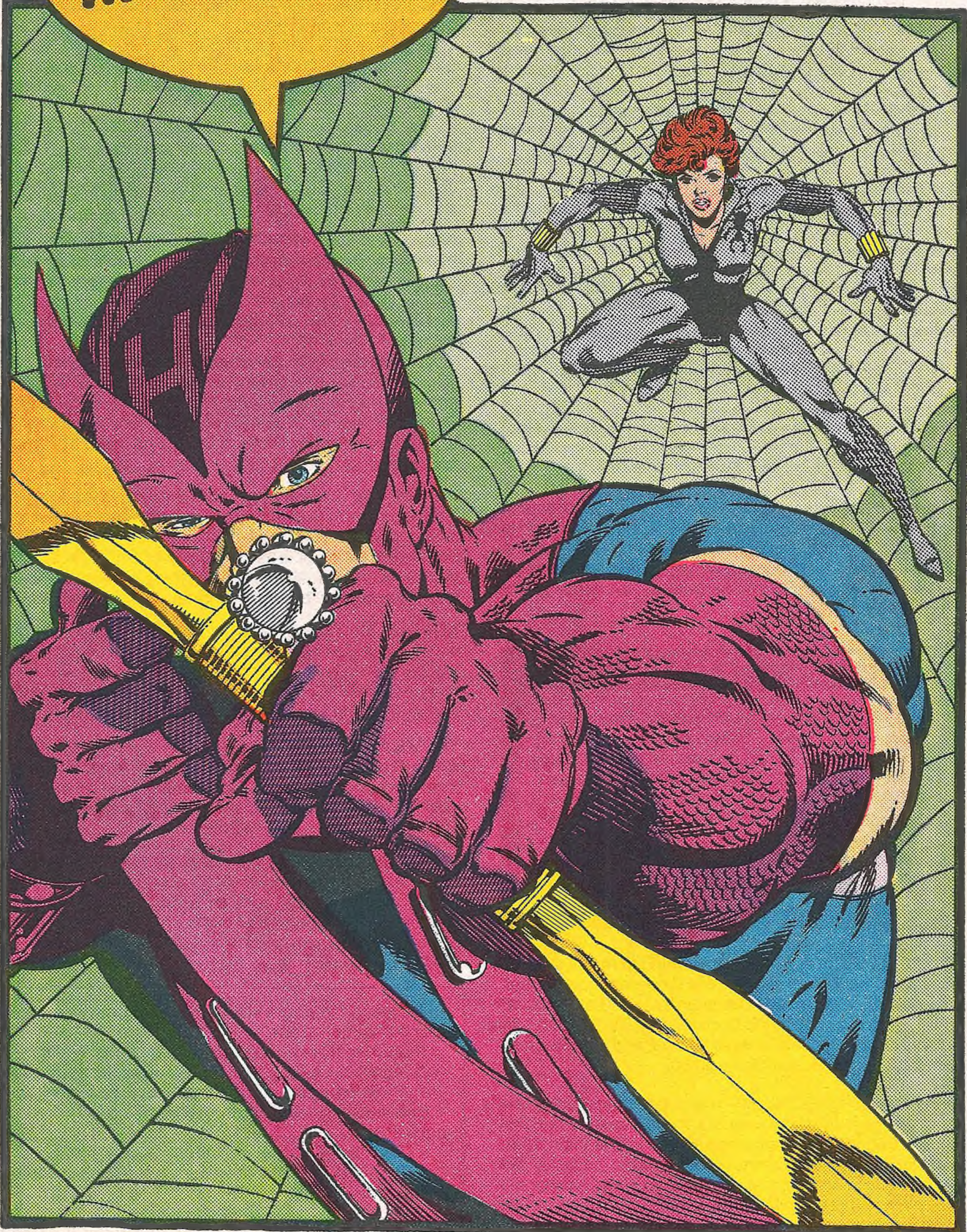
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Here is a complete checklist of what's happening in all the Marvel, Epic, Star, and New Universe titles bearing a June cover date.

Titles Shipping February 2
On Sale February 23

DAREDEVIL #255—The Man without Fear faces the Kingpin's forces in the streets and his old law partner in the courtroom! But worst of all—Daredevil's fallen in love with the woman who's out to kill him! Written by Ann Nocenti, penciled by John Romita Jr., and inked by Al Williamson. 75¢.

**COMING
ATTRACTIONS**



Hawkeye and the Black Widow star in SOLO AVENGERS. Penciled by Jackson Guice and inked by Bob Layton.

WEST COAST AVENGERS #33—Before Hank Pym met the Wasp, he was married to a woman named Maria. Now, he's discovered that Maria's alive! Even with the help of the Wasp, can the West Coasters pierce the Iron Curtain to save her? Written by Steve Englehart, penciled by Al Milgrom, and inked by Mike Machlan. 75¢.

G.I. JOE SPECIAL MISSIONS #11—A terrorist group has taken some innocent people hostage. But what they don't know is that three of their "hostages" are the Joes, Scarlett, Jinx, and Lady Jaye! "Sheep's Clothing" is written by Larry Hama and illustrated by Herb Trimpe. \$1.00.

STRIKEFORCE: MORITURI #19—Separated from the rest of the team, the last of the first generation Morituri has a baby! But can she singlehandedly defend her child from the alien Horde? And even if she does, can she survive the effects of her own powers?! "The Sun Is But a Morning Star" is written by Peter B. Gillis, penciled by Brent Anderson, and inked by Scott Williams. Direct Sales only. \$1.00.

THUNDERCATS #24—Tribal war threatens to devastate Third Earth! Only Lion-O of the Thundercats can stop the impending disaster! But none of the tribes trusts the Thundercats! And Lion-O is discovering that he can't either! Is there a traitor in the Thundercats' ranks, or something far more sinister? Mumm-Ra knows, and he's not talking! "Dark Glass" is written by Gerry Conway, penciled by Rodney Ramos, and inked by Frank Springer. A Star Comic. \$1.00.

WEB OF SPIDER-MAN #39—Nathan Lubensky has been robbed! And he's determined to go to any length to get back one of the stolen items—Aunt May's engagement ring! Wait'll you see what Spider-Man does once he finds out who committed the crime! Written by Fabian Nicieza, penciled by Alex Saviuk, and inked by Keith Williams. \$1.00.

YOUNG WIZARDS #1—Enter a world of magic and fantasy, as the evil King Renwick sends a ruthless bounty hunter into the forest after the valiant Prince Dexter! "Mutiny of the Bounty Hunter" is written by Michael Gallagher, penciled by Ben Brown, and inked by Jacqueline Roettcher. A Star Comic. \$1.00.

new universe™

PSI-FORCE #20—While Wayne and Tyrone learn more about Lindsey Faloman's powers, they discover that their Psi-Force teammates have been captured by the U.S. government! Will the pair leave their Canadian hiding place to help their friends? The answer may surprise you! "The Girl with the Faraway Eyes" is written by Fabian Nicieza, penciled by Rom Lim, and inked by Romeo Tanghal. 32 pages. \$1.25.

TALES OF G.I. JOE #6—Re-presenting from G.I. JOE #6: The Joes are in Afghanistan. Will they team up with their Russian counterparts, the October Guard, to battle Cobra? "To Fail Is to Conquer... To Succeed Is to Die" is written by Larry Hama, penciled by Herb Trimpe, and inked by Jack Abel. 32 pages. Baxter paper. \$1.50.

WHAT IF...? SPECIAL #1—You've been demanding it—here it is! You know how Tony Stark was kidnaped by Communist troops and became Iron Man to defeat them. Now, scripter Peter B. Gillis, penciler Steve Ditko, and inker Pat Redding look at the flip side of that story and answer the question, "What if Iron Man Was a Traitor?" 48 pages. \$1.50.

Titles Shipping February 9 On Sale March 1

CAPTAIN AMERICA #342—The Black Panther's got a gift for the new Cap: a new shield! And when Cap uses the shield to go after the guys invading the Serpent Society's headquarters, well, everybody had better watch out! "Snakepit" is written by Mark Gruenwald, penciled by Kieron Dwyer, and inked by Al Milgrom. 75¢.

SOLO AVENGERS #7—Two tales of Avenging action in one power-packed comic book!

It's danger in a crowded airport when Hawkeye, Silver Sable, and the Sandman suddenly find themselves "Hijacked!" Written by Tom DeFalco, penciled by Mark Bright, and inked by Jose Marzan.

Plus: It's been a long time since the Black Widow defected from Russia. But with her old mentor gravely ill, the Widow has to break into the Russian Embassy to see her one last time! Written by Bob Layton, penciled by Jackson Guice, and inked by Bob Layton. 75¢.

STRANGE TALES #15—Double the action! Double the fun!

Cloak faces the return of the ever-lethal Mayhem! And can Dagger defeat a ruthless mugger... without revealing her powers to her stepfather? "Gathering Dusk" is written by Terry Austin, penciled by Dan Lawless, and inked by Bob McLeod.

Also: Last issue, Doctor Strange killed himself. Now, he's back—with near-omnipotent power! If Kaluu can't talk Doc into returning to human form, Earth will lose its Sorcerer Supreme forever! "On Having No Head" is written by Peter B. Gillis, penciled by Richard Case, and inked by Randy Emberlin. 75¢.

ALF #3—We've seen what happened after ALF crash-landed on Earth. But what would've happened if ALF's Ter-ran friend Willie had crash-landed on Melmac instead?! ALF and his friends imagine the consequences in "Troubles with Willie!" Written by Michael Gallagher, penciled by Dave Manak, and inked by Marie Severin. A Star Comic. \$1.00.

ALPHA FLIGHT #59—Puck may have left Alpha Flight, but his life sure hasn't grown any easier! Even with his incredible acrobatic skill, he's got his hands full when he takes on a dragon in Tibet! "Comes a Dragon" is written by Bill Mantlo, penciled by Jim Lee, and inked by Al Milgrom. \$1.00.

THE AMAZING SPIDER-MAN #301—Supposedly, Franz Kraus hired Silver Sable to test a security system. But when Kraus turns out to be a neo-Nazi, Spider-Man smells a rat! Written by David Micheline and drawn by Todd McFarlane. \$1.00.

GROO THE WANDERER #40—Groo's joy knows no bounds when he discovers he didn't eat his pet dog, Rufferto, after all. But if this reunion is a joy for Groo and Rufferto, it's a disaster for everyone around them! Created and illustrated by Sergio Aragones, with kibbitzing by Mark Evanier. An Epic Comic. \$1.00.

A Limited Series is a title which will only run for a specific number of issues.

A Graphic Novel is an 8½" x 11" paperback edition.

A Digest is a 4¾" x 6⅝" paperback edition.

A Trade Paperback is a 7" x 10" paperback edition.

Bookshelf format is a high quality, stiff-covered comic book edition.

A Direct Sales title is available only at selected outlets.

Shipping Date refers to when the comics leave the printer.

HEATHCLIFF #24—No one has the courage to ride in a car driven by Grandma Nutmeg—no one but Heathcliff, that is. But even Heathcliff's nerve is stretched to the limit when he and Grandma meet up with bank robbers. . . and Grandma finds herself driving "The Runaway Car!" Written by Dave Manak, penciled by Warren Kremer, and inked by Jacqueline Roettcher. A Star Comic. \$1.00.

THE NEW MUTANTS #64—Doug has come home to the New Mutants! Trouble is, he's supposed to be dead and buried! Written by Louise Simonson, penciled by Bret Blevins, and inked by Terry Austin. \$1.00.

STAR COMICS MAGAZINE #10—Come relive more classic (not to mention hilarious) tales from the pages of HEATHCLIFF, CARE BEARS, MADBALLS, and MUPPET BABIES! All in a handy, 64-page digest edition. \$1.50.

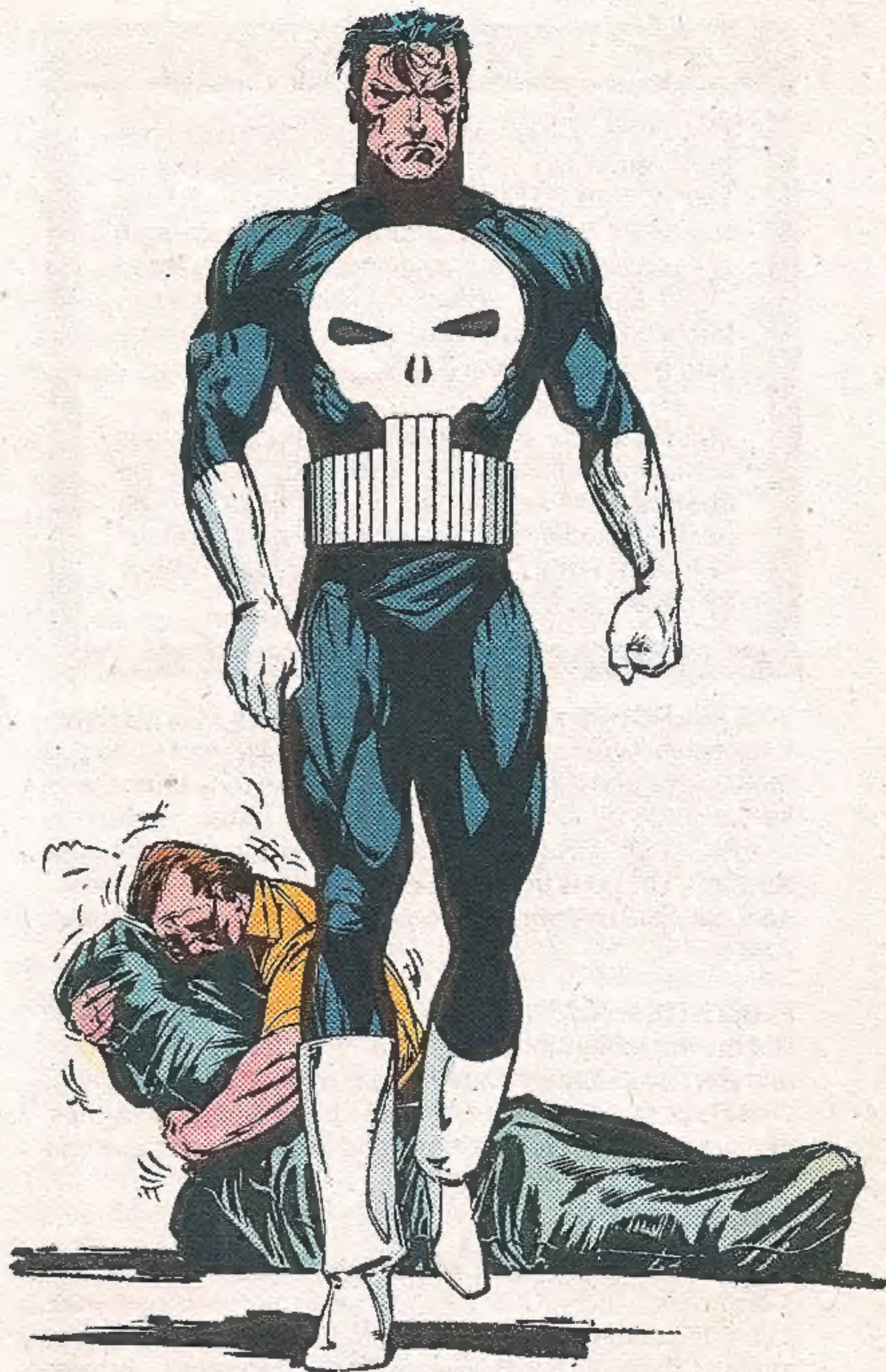
SAVAGE SWORD OF CONAN #148—Conan has led the Nemedian army into victory after victory. But even so, he's been showered with suspicion and jealousy. Will the mighty Cimmerian meet his end in battle or from a treacherous knife in the back? "Besieger of Cities" is written by Doug Dixon, penciled by Gary Kwapisz, and inked by Ernie Chan, with a cover by Doug Beekman. A black and white Marvel magazine. 64 pages. For Mature Readers. \$2.00.

SIX FROM SIRIUS Trade Paperback—Reprinting the first SIX FROM SIRIUS Limited Series in a deluxe paperback edition. War is brewing between two alien races—and only a handful of mercenaries possesses a chance to stop it! How can they keep the two races from destroying each other? Written by Doug Moench and illustrated by Paul Gulacy. 128 pages. \$8.95.

Titles Shipping February 16
On Sale March 8

MARVEL AGE MAGAZINE #63—Nick Fury was America's foremost secret agent. Now he's America's most wanted spy! Find out why he must fight, and defeat, the now-corrupt organization that he once directed in our preview of NICK FURY VS. S.H.I.E.L.D. Bookshelf Format Limited Series! Plus: the long-awaited debut of the BLACK PANTHER Limited Series, the AMAZING ADVENTURES special, Star Comics Spotlight on YOUNG WIZARDS, a report on the Marvel Trade Paperbacks, Stan's Soapbox, Hembeck's Page, Marvel Trivia Quiz, and more! Direct Sales only. 50¢.

MARVEL TALES #212—Re-presenting from GIANT-SIZE SPIDER-MAN #4: Meet Moses Magnum. He's got a gas that kills on contact, and he's going to use it—unless Spider-Man and the Punisher can stop him! "To Sow the Seeds of Death's Day" is written by Gerry Conway, penciled by Ross Andru, and inked by Mike Esposito. And: Spider-Man meets the perilous Punisher in an all-new "tail!" Written by Michael Eury and illustrated by Alan Kupperberg. All this plus a brand new cover by Mike Zeck! 75¢.



THE PUNISHER #9—The Punisher's got an awful lot to handle: He's cleaning up insider trading on Wall Street and hunting down the Skid Row Slasher! Even if the Punisher wins, the effort's going to carry an enormous price—the life of one of his closest friends! "Insider Trading" is written by Mike Baron and penciled by Whilce Portacio, and inked by Scott Williams. \$1.00.

SILVERHAWKS #6—Of all the Silverhawks, the tyrant Mon*Star fears only their leader, Commander Stargazer. So when Commander Stargazer suddenly leaves, Mon*Star launches an all-out attack to destroy the Silverhawks! Why did Commander Stargazer leave? And are the Silverhawks as defenseless as Mon*Star believes? "A Few Laughs With The Old Crowd" is written by Steve Perry, penciled by Howard Bender, and inked by Fred Fredricks. A Star Comic. \$1.00.

SUPER-VILLAIN CHECKLIST

Firepower — IRON MAN #231
Infectia and the Antibodies —
X-FACTOR #29
K'aluu — STRANGE TALES #15
Kangs (New) — THE AVEN-
GERS #292
Kingpin — DAREDEVIL #255
Franz Kraus — THE AMAZING
SPIDER-MAN #301

The Leader — THE INCREDIBLE
HULK #344
Madame X — WEST COAST
AVENGERS #33
Marinna/Laviathan — THE AVEN-
GERS #292
Mayhem — STRANGE TALES #15
Quicksand — THOR #392

The Reavers — THE X-MEN
#230
Rock & Redeemer — THE
INCREDIBLE HULK #344
The Serpent Society — CAP-
TAIN AMERICA #342
The Skid Row Slasher — THE
PUNISHER #9

Tombstone — THE SPECTACU-
LAR SPIDER-MAN #139
El Toro — WEST COAST
AVENGERS #33
Typhoid Mary — DAREDEVIL
#255
The Viper — CAPTAIN AMERICA
#342

D.P. 7 #20—Dave and Jeff thought they had it bad being stranded at the bottom of the Pitt. But no sooner does D.P. 7 rescue them than they all have to face Pit Bull, the paranormal with the strength of a truck and the sunny disposition of the Hulk! "Wild Dogs" is written by Mark Gruenwald, penciled by Paul Ryan, and inked by Danny Bulanadi. 32 pages. \$1.25.

JUSTICE #20—In the wake of destruction comes a massive relief effort—Pitt Aid! And when Justice goes to the concert, he finds himself being stalked by the protector of all paranormals! Written by Peter David and drawn by Lee Weeks. 32 pages. \$1.25.

THE AVENGERS #292—The Sub-Mariner's wife, Marinna, has become a rampaging monster! The Avengers know that there's only one way to stop her... but can they bring themselves to do it? And what is the secret of the mysterious woman in Dr. Druid's dreams—not to mention the new Kongs? "Dragons from the Sea" is written by Walt Simonson, penciled by John Buscema, and inked by Tom Palmer. 75¢.

FLINTSTONE KIDS #6—It starts as an ordinary fishing trip. But the fun really starts to fly when little Freddy Flintstone and Barney Rubble stumble across that creature of legend, "the Rock Ness Monster!" Written by Michael Gallagher, penciled by Warren Kremer, and inked by Jacqueline Roettcher. A Star Comic. \$1.00.

THE UNCANNY X-MEN #230—Christmas comes to the X-Men. And, after all that's happened to them this past year, it couldn't come at a better time! Wait'll you see the special mutant Christmas tale that writer Chris Claremont, penciler Marc Silvestri, and inker Dan Green have cooked up! \$1.00.

DR. ZERO #1—Humanity has brought the world to the brink of destruction. Dr. Zero's got the power to save it... but who can save us from him?! Written by D.G. Chichester and Margaret Clark, penciled by Denys Cowan, and inked by Bill Sienkiewicz, with a cover painted by Bill Sienkiewicz. An Epic Comic. \$1.25.

MARVEL FANFARE #38—Teenagers have been disappearing whenever a certain band comes to town. And when Moon Knight investigates, the trail leads him into mystery, magic, and mayhem! Written by Jo Duffy, penciled by Judith Hunt, and inked by Bill Sienkiewicz. Plus: It's a night out for the girls when Dazzler introduces Rogue to her old band! "Duet" is written by Jo Duffy and drawn by Colleen Doran. 32 pages with no ads. Hudson paper. Direct Sales only. \$1.95.

FOOFUR #6—There's fun aplenty when Foofur and his pals discover that their house is haunted—and the hauntings are very special "ghosts" indeed! "Raising Spirits" is written by Tony Franco, penciled by Ben Brown, and inked by Jacqueline Roettcher. A Star Comic. \$1.00.

THE INCREDIBLE HULK #344—Rick Jones and the Hulk find themselves in a real "Cannonball Run" when they race to keep the all-powerful gamma bombs out of the hands of the lethal Leader! "Gamma Bomb Run" is written by Peter David and drawn by Todd McFarlane. 75¢.

CONAN THE BARBARIAN #207—Having ascended his father's throne, Kobe must sever the blood ties between Conan and himself... but the only way to do that is through Kobe's or Conan's death! "Community" is scripted by James C. Owsley, penciled by Val Semeiks, and inked by Geof Isherwood. \$1.00.

G.I. JOE #72—As advertised on television! New Joes! New Cobras! New vehicles! And lots of action! The Joes' new top-secret base, the Pit in Utah, is breached by Cobra's newest soldier, Star Viper! He's a foe even the Joes will come to fear because Star Viper's not quite... human! "Stiletto" is written by Larry Hama, penciled by Ron Wagner, and inked by Randy Emberlin. \$1.00.

SILVER SURFER #12—The Surfer and Nova are prisoners, and energy sources, for a fleet of reptilian space pirates! The Cotati make an astonishing attempt to free them! Why does the mysterious Contemplator try to stop the Cotati? And what will be the consequences to the universe if the Contemplator fails? Written by Steve Englehart, penciled by Marshall Rogers, and inked by Joe Rubinstein. 75¢.

MARSHAL LAW #3—Hitler Hernandez and Judas S. Carriot drop-kick a child all the way from San Futuro to Santa Monica! Where's Marshal Law? He's busy chasing the Sleepman Killer! Written by Pat Mills and illustrated by Kevin O'Neill. An Epic Comic. 32 pages. For Mature Readers. \$1.95.

Titles Shipping February 23
On Sale March 15

THE FANTASTIC FOUR #315—The Fantastic Four vs. Master Pandamonium in the Arcturus solar system! Guest-Starring: the Comet Man! If we told you anything more, we'd give away the whole reason why the FF is there! Written by Steve Englehart, penciled by Keith Pollard, and inked by Joe Sinnott. 75¢.

IRON MAN #231—As Iron Man's Armor War reaches its climax, Tony Stark builds himself a brand new suit of armor! But will even new armor be enough when he takes on the one-man arsenal called Firepower? Written by David Micheline, penciled by Mark Bright, and inked by Bob Layton. 75¢.

THOR #392—She's beautiful, she's dangerous, and she has all the power of the Sandman! She's Quicksand, the latest menace to confront the mighty Thor! And meanwhile, back in Asgard, is Hogun the Grim really dead? Written by Tom DeFalco, penciled by Ron Frenz, and inked by Brett Breeding. 75¢.

MADBALLS #10—Dr. Frankenbeans is dying! To save him, the Madballs must be reduced to microscopic size and embark on a fun-tastic voyage through the Doctor's body! "The Fantastic Voyeurs" is written by Michael Gallagher, penciled by Howard Post, and inked by Roberta Edelman. A Star Comic. \$1.00.

CLASSIC X-MEN #22—Re-presenting from X-MEN #116, the X-Men's desperate quest to stop the tyranny threatening to overwhelm the fabulous prehistoric land beneath the Antarctic, "To Save The Savage Land." Written by Chris Claremont, penciled by John Byrne, and inked by Terry Austin. Plus an all-new Savage Land tale written by Chris Claremont and illustrated by John Bolton. \$1.00.

G.I. JOE COMICS MAGAZINE #10—Re-presenting two very special stories from G.I. JOE #s 25 and 26: **Cobra** enlists a new ally in their battle against the **Joes**—His name is **Zartan**! And at last, it's the startling origin of **Snake-Eyes**! "Zartan" is written by **Lary Hama**, penciled by **Frank Springer**, and inked by **Mike Gustovich**. "Snake Eyes—The Origin" is scripted by **Larry Hama** with breakdowns by **Larry Hama** and finished art by **Steve Leialoha**. A 64-page Marvel Digest. \$1.50.

CONAN SAGA #13—Re-presenting from **SAVAGE SWORD OF CONAN** #4 one of the bloodiest Conan sagas, "Iron Shadows In The Moon" written by **Roy Thomas**, penciled by **John Buscema**, and inked by **Alfredo Alcala**. Plus: from **S.S.O.C.** #3 Conan confronts the terrifying "Demons Of The Summit" written by **Roy Thomas** and drawn by **Tony DeZuniga**. A Marvel Magazine. For Mature Readers. \$2.00.

THE OFFICIAL MARVEL COMICS INDEX TO THE AVENGERS #6—Our issue-by-issue survey of the lives of everyone's favorite awesome Assemblers continues. Complete with full-color cover reproductions and concise summaries of every issue. This time: **THE AVENGERS** #s 109-133, including the **Avengers'** battles with **Magneto**, **Zodiac**, and the **Squadron Supreme**! Compiled by **George Olshevsky**. 48 pages. Bookshelf format. \$2.95.

THE PUNISHER AND DAREDEVIL #1—Re-presenting from **DAREDEVIL** #s 182-184: The **Punisher's** escaped from prison, and he's out to wipe out crime the only way he knows how! **Daredevil** alone stands in the **Punisher's** way, but is even the Man without Fear enough to stop the **Punisher's** rampage? Written and penciled by **Frank Miller** and inked by **Klaus Janson**. 64 pages. Bookshelf format. \$4.95.

CLOAK & DAGGER: PREDATOR AND PREY—Cloak finally discovers the reason for his insatiable hunger for light—the fiendish **Predator** that lives in his cloak! But when **Cloak** rejects the **Predator**, the parasite finds a new host... by animating the corpse of **Jack the Ripper**! Written by **Bill Mantlo**, penciled by **Larry Stroman**, and inked by **Al Williamson**. A Marvel Graphic Novel. \$6.95.

FRAGGLE ROCK #1 Limited Series—Re-presenting from the classic **FRAGGLE ROCK** series those zany **Muppets**, the **Fraggles**! You'll howl anew when you see what happens when **Red**, **Gobo**, **Wembley**, **Boober**, and **Mokey** try to use "The Magic Time Machine." Written by **Stan Kay** and illustrated by **Marie Severin**. A Star Comic. \$1.00.

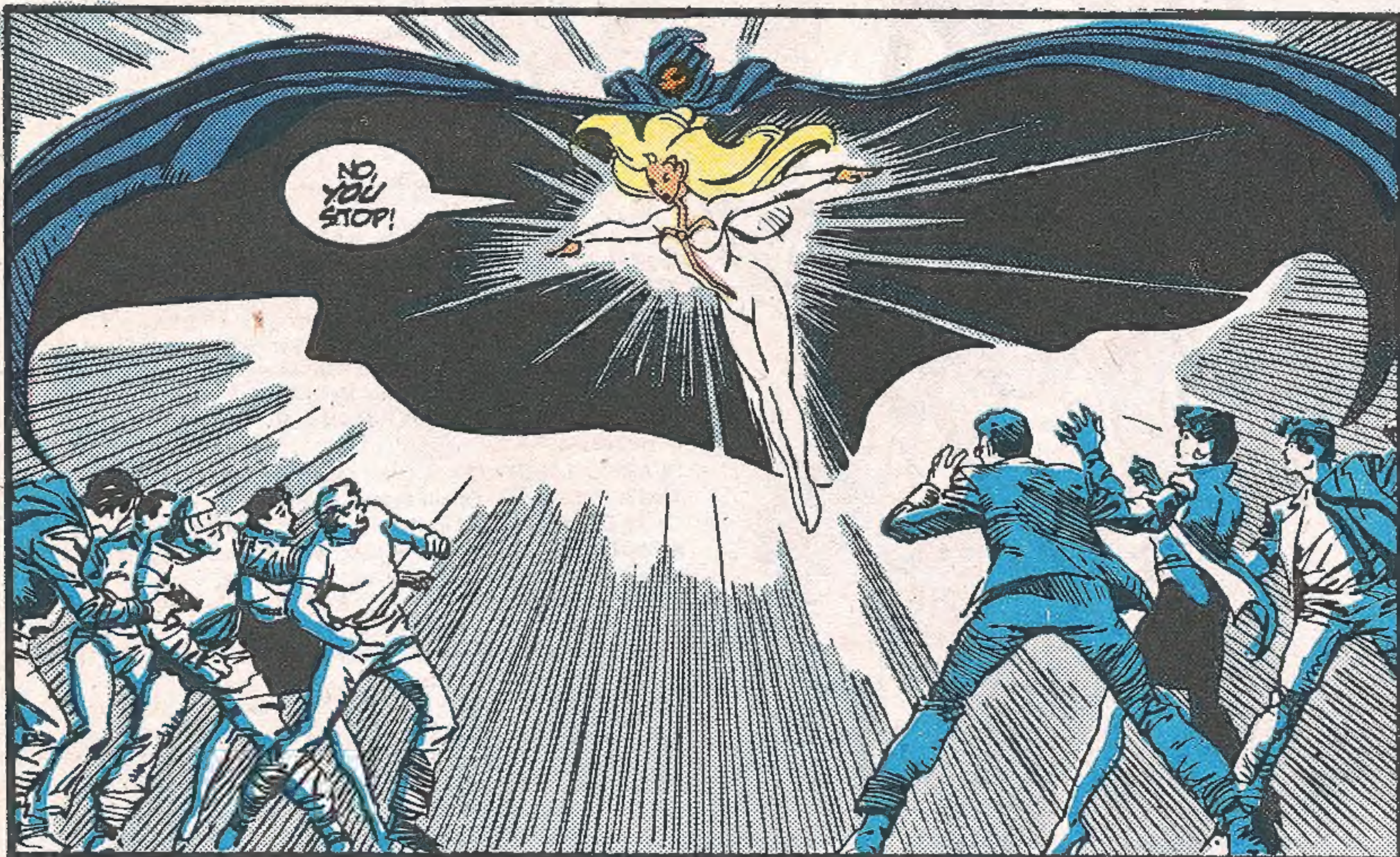
THE SPECTACULAR SPIDER-MAN #139—The **Kingpin's** new assassin, **Tombstone**, has an old score to settle with **Joe Robertson**—and not even **Spider-Man** can stop him! Written by **Gerry Conway** and drawn by **Sal Buscema**. \$1.00.

TRANSFORMERS #41—A battle on the Moon between **Grimlock** and **Blaster** for supremacy of the **Autobots** escalates into an all-out war with the **Decepticons**! As if that weren't enough, the battle threatens to return the **Autobots'** first leader, **Optimus Prime**! "Totaled" is written by **Bob Budiansky**, penciled by **Jose Delbo** and inked by **Dave Hunt**. \$1.00.

X-FACTOR #29—Ever since their days as the original **X-Men**, **X-Factor** has operated from hiding. But now, they're public figures! They've survived battles with evil mutants, but can they survive "Fame?" Written by **Louise Simonson**, penciled by **Walt Simonson**, and inked by **Bob Wiacek**. \$1.00.

ALIEN LEGION #4—**Force Nomad** takes on an entire **Harkillon** artillery station! But an even greater threat may come from their newest and most ruthless **Legionnaires**! "The Lucky and the Dead" is written by **Chuck Dixon**, penciled by **Larry Stroman**, and inked by **Mark Farmer**. An Epic Comic. 32 pages. Direct Sales only. \$1.25.

THE 'NAM #19—When a tenderfoot Marine pilot is shot down, **Squad Leader Phillips** and his men try their best to get him to safety... and maybe even show him that there's more to war than just impersonal death from above! "Milk Run" is written by **Doug Murray**, penciled by **Wayne Vasant**, and inked by **Geof Isherwood**. Direct Sales only. 32 pages. \$1.25.



MORE

COMING ATTRACTIONS

Title Shipping March

DAREDEVIL #256—by Nocenti, Romita Jr., and Williamson.
NEW MUTANTS #65 by L. Simonson, Blevins, and Austin.
MASTERS OF THE UNIVERSE #14—by Caragone, Wilson, and Bulanadi.
HEATHCLIFF'S FUNHOUSE #6—by Gallagher, Post, and Roettcher.
POWER PACK #38—By L. Simonson, Bogdanove, and Barta.
PSI FORCE #21—by Nicieza, Lim, and Tanghal.
WEB OF SPIDER-MAN #40—by David, Saviuk, and Williams.
WEST COAST AVENGERS #34—by Englehart, Milgrom, and Machlan.
BLACK PANTHER #1—by Gillis, Cowan, and de la Rosa.
S.H.I.E.L.D. #1—by Harris, Neary, and DeMulder.
THUNDERCATS #25—by Zimmerman and M. Severin.
CONAN THE KING #47—by Kraar, Docherty, and Bajor.
TALES OF G.I. JOE #7—by Hama and Trimpe.
STRIKEFORCE: MORITURI #20—by Gillis and Anderson.
ALPHA FLIGHT #60—by Mantle and Lee.
CAPTAIN AMERICA #343—by Gruenwald and Dwyer.
SOLO AVENGERS #8—by DeFalco and Bright.
THE AMAZING SPIDER-MAN #302—by Micheline and McFarlane.
STRANGE TALES #16—stories by Austin, Lawless, McLeod, Gillis, Case, and Emberlin.
ALF #4—by Gallagher, Manak, and M. Severin.
GROO THE WANDERER #41—by Aragones with Evanier.
POWERLINE #1—by Chichester, Clark, Ross, and McLeod.
VIDEO JACK #4—by Bates and Giffen.

SPIDER-MAN COMICS MAGAZINE #10
HAWKEYE Trade Paperback—by Gruenwald.
MOEBIUS #6—by Moebius.
SAVAGE SWORD OF CONAN #149—by Dixon, Kwapisz, and Chan.
MARVEL AGE #64
AIR RAIDERS #5—by Rose, Jones and Sinclair.
AVENGERS #293—by W. Simonson, J. Buscema, and Palmer.
D.P. 7 #21—by Gruenwald, Ryan, and Bulanadi.
INDREDIBLE HULK #345—by David.

JUSTICE #21—by David and Weeks.
MARVEL TALES #213—by Conway, Andru, Mellor, and Albello.

SILVER SURFER #13—by Englehart and Rogers.

THE UNCANNY X-MEN #231—by Claremont, Silvestri, and Green.

CONAN THE BARBARIAN #208—by Owsley, Semeiks, and Isherwood.

G.I. JOE #73—by Hama, Wagner, and Emberlin.
MUPPET BABIES #21—by Hitchcock and M. Severin.
BULLWINKLE AND ROCKY #5—by Manak, Colon, and Milgrom.
VISIONARIES #5—by Conway, Bagley, and Tanghal.
FANTASTIC FOUR #316—by Englehart, Pollard, and Sinnott.
IRON MAN #232—by Micheline, Windsor-Smith, and Layton.
THE 'NAM #20—by Murray and Vansant.
THE SPECTACULAR SPIDER-MAN #140—by Conway and S. Buscema.
CLASSIC X-MEN #23—by Claremont, Byrne, and Bolton.
THOR #393—by DeFalco, Frenz, and Breeding.
CARE BEARS #17—by Polter, Post, and Edelman.
X-FACTOR #30—by L. Simonson, W. Simonson, and Wiecek.
FRAGGLE ROCK #2—by Kay and M. Severin.
THE TRANSFORMERS #42—by Budiansky, Delbo, and Hunt.
THE TRANSFORMERS COMICS MAGAZINE #10.

THE OFFICIAL MARVEL COMICS INDEX TO THE X-MEN #6—compiled by Olshewsky.

CONAN SAGA #14—by R. Thomas and J. Buscema.

THE STAR BRAND #14—by Byrne and Palmer.

THE OFFICIAL HANDBOOK TO THE MARVEL UNIVERSE Trade Paperback #10—by Sanderson and others.

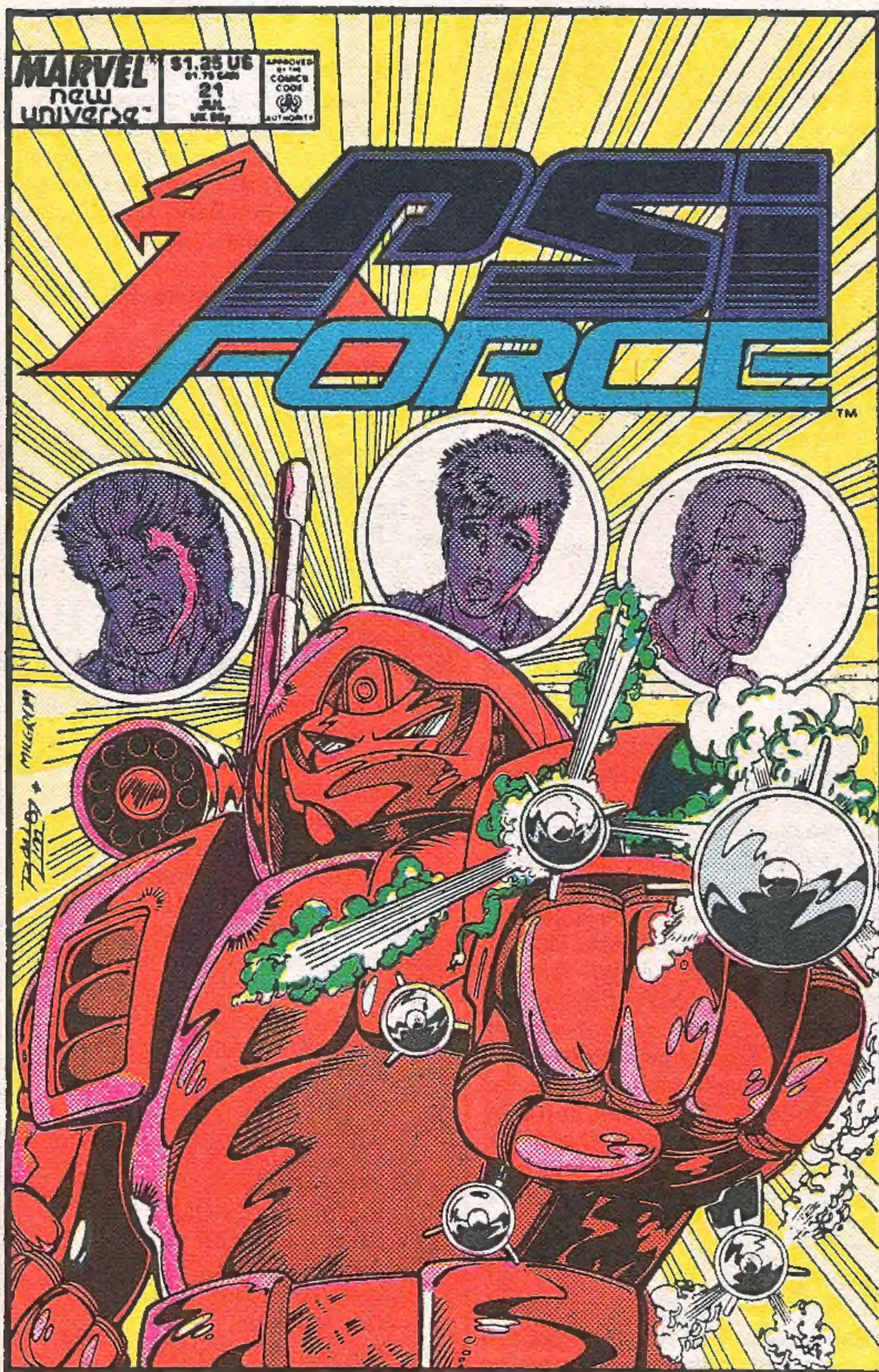
WILLOW Graphic Novel.

Title Shipping April

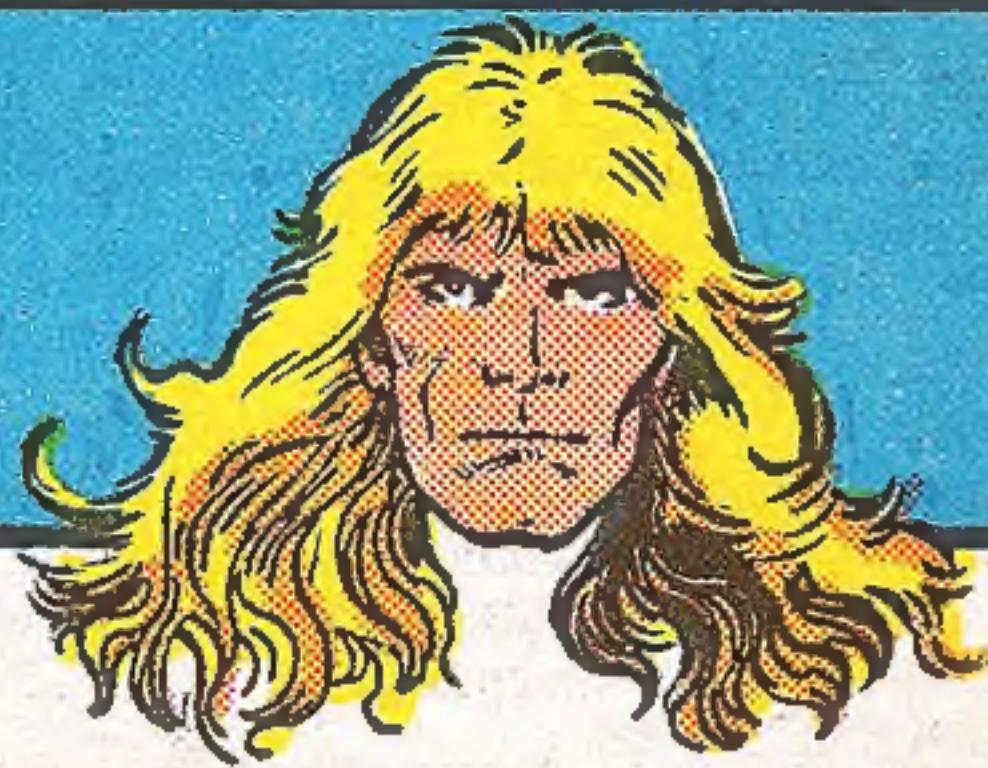
DAREDEVIL #257—by Nocenti, Romita Jr., and Williamson.
NEW MUTANTS #66—by L. Simonson, Blevins, and Austin.
WOLFPACK #1—by Hama and Wilson.
G.I. JOE SPECIAL MISSIONS #12—by Hama and Trimpe.
THE PUNISHER #10—by Baron.
THUNDERCATS #26.
YOUNG WIZARDS #2—by Gallagher, Brown, and Roettcher.
POWER PACK #39—by L. Simonson, Bogdanove, and Barta.
PSI FORCE #22—by Nicieza, Lim, and Tanghal.
WEB OF SPIDER-MEN #41—by David, Saviuk, and Williams.
WEST COAST AVENGERS #35—by Englehart, Milgrom, and Machlan.
BLACK PANTHER #2—by Gillis, Cowan, and de la Rosa.
S.H.I.E.L.D. #2—by Harris, Neary, and DeMulder.
STRIKEFORCE: MORITURI #21—by Gillis, Anderson, and Williams.
WHAT THE—? #1
SILVER SURFER ANNUAL #1

TALES OF G.I. JOE #8—by Hama and Trimpe.
THE 'NAM MAGAZINE #1—by Murray and Golden.
AKIRA #1
ALPHA FLIGHT #61—by Mantlo and Lee.
CAPTAIN AMERICA #344—by Gruenwald and Dwyer.
SOLO AVENGERS #9—by DeFalco and Bright.
THE AMAZING SPIDER-MAN #303—by Micheline and McFarlane.
STRANGE TALES #17—stories by Austin, Lawless, McLeod, Gillis, Case, and Emberlin.
ALF #5—by Gallagher, Manak, and M. Severin.
GROO THE WANDERER #42—by Aragones with Evanier.
HEATHCLIFF #25—by Manak, Kremer, and Roettcher.
STAR COMICS MAGAZINE #11.
X-FACTOR ANNUAL #3.
HERCULES Trade Paperback—by Layton.
SAVAGE SWORD OF CONAN #150—by Dixon, Kwapisz, and Chan.
MARVEL AGE #65.
AVENGERS #294—by W. Simonson, J. Buscema, and Palmer.
D.P. 7 #22—by Gruenwald, Ryan, and Bulanadi.
INCREDIBLE HULK #346—by David.
FLINTSTONE KIDS #7—by Gallagher, Kremer, and Roettcher.
FOOFUR #7—by Franco, Brown, and Roettcher.
JUSTICE #22—by David and Weeks.

MARVEL TALES #214—by Conway and Andru.
SILVER SURFER #14—by Englehart and Rogers.
THE UNCANNY X-MEN #231—by Claremont, Silvestri, and Green.
CONAN THE BARBARIAN #209—by Owsley, Semeiks, and Isherwood.
G.I. JOE #74—by Hama, Wagner, and Emberlin.
MUPPET BABIES #22—by Hitchcock and M. Severin.
SILVERHAWKS #7.
DR. ZERO #2—by Chichester, Clark, Cowan, and Sienkiewicz.
THE PUNISHER ANNUAL #1.
MARSHAL LAW #4—by Mills and O'Neill.
MARVEL FANFARE #39.
FANTASTIC FOUR #317—by Englehart, Pollard and Sinnott.
IRON MAN #233—by Micheline, Guice, and Layton.
THE 'NAM #21—by Murray and Vansant.
THE SPECTACULAR SPIDER-MAN #141—by Conway and S. Buscema.
CLASSIC X-MEN #24—by Claremont, Byrne, and Bolton.
THOR #394—by DeFalco and Frenz.
MADBALLS #11—by Gallagher, Post, and Edelman.
X-FACTOR #31—by L. Simonson, W. Simonson, and Wiacek.
FRAGGLE ROCK #3—by Kay and M. Severin.
THE TRANSFORMERS #43—by Budiansky, Delbo, and Hunt.
ALIEN LEGION #5—by Dixon, Stroman, and Framer.
ST. GEORGE #1—by Chichester, Clark, and Janson.
G.I. JOE COMICS MAGAZINE #11.
THE OFFICIAL MARVEL COMICS INDEX TO THE AVENGERS #7—compiled by Olshavsky.
CONAN SAGA #15—by R. Thomas and J. Buscema.
THE LAST DRAGON Graphic Novel—by Potts, Austin, O'Neill, and Severin.



NEWSWATCH



BOMBASTIC BULLETINS ABOUT BALLOONS, BOOKS, AND BUSINESS

ITEM: Well, it looks as though quite a few of you like our new bookshelf format books an awful lot. The first issue of **BLOOD** sold out! And it looks like the second issue's going to do the same thing!

We're no fools. We know what sales like that mean—you want more unusual titles in the same unusual format. So here they come!

By now, you've probably seen our New Universe special, **THE PITT**, and the debut of our latest team of merry mutants, **EXCALIBUR**. But keep your eyes peeled for still another bookshelf format series: the long-awaited **S.H.I.E.L.D. Limited Series**! Filled with espionage and adventure, it's sure to be a smash. So head for your local comics specialty shop and reserve a copy now—and make sure it's shaken, not stirred.

ITEM: And just in case you've got a few of your hard-earned shekels left after buying all those bookshelf format titles, we thought we'd give you a little sneak peek at the trade paperbacks coming your way in 1988. Take a deep breath, 'cause here we go:

January will bring **THE SAVAGE LAND**, the story that kicked off **MARVEL FANFARE**, starring Spider-Man, the X-Men, and Ka-Zar (natch). It'll be followed in February by **SIX FROM SIRIUS**, re-presenting the galaxy-spanning science-fiction series from Epic Comics, and **THE THING**, which collects the classic Project Pegasus tale (featuring ol' Blue Eyes and half the Marvel Universe!) from **MARVEL TWO-IN-ONE** #s 53-58. March will usher in **HAWK-EYE**, re-presenting the ace archer's Limited Series (not to mention his first meeting with his wife-to-be Mockingbird). After that, April will bring **HERCULES**, the demi-god's first laugh-filled Limited Series in which he tries to out-drink Galactus! Next, if it's May, it must be **POWER PACK**, the origin of Marvel's youngest super-team. June features **SPIDER-MAN**, reprinting the epic saga of Spidey's living costume. In July, mid-Summer will see **THE 'NAM**, the second volume in our high-quality reprinting of this groundbreaking series. A different sort of fighting man will

come to paperback in August: **THE PUNISHER**, with the entire limited series that won the Punisher his own unlimited series. The military will continue to run rampant in September with **G.I. JOE**, re-presenting some of the Joes' greatest battles against the malevolent forces of Cobra. In October, you'll be able to curl up by the fire with **MACHINE MAN**, learn the fate of the mechanical marvel in the 21st Century, and meet the Iron Man of the year 2020! Then, the year will wind to a close with **BLACK DRAGON**, a timeless tale of fantasy brought to you by Chris Claremont and John Bolton.

Whew! Do you realize that if you put all those books together, it adds up to over one thousand pages?! We don't know about you, but that's certainly enough to keep us busy through the coming year. In fact, considering how long it usually takes us to get anything done around here, we may be busy 'til 1993!



ITEM: The sight of Spider-Man high above the streets of Manhattan is a common sight in the Marvel Universe. But now, this sight has come to the real world too! This past Thanksgiving, everyone's favorite wall-crawling arachnid took his rightful place alongside superstars such as Snoopy and Ronald McDonald when the Macy's parade featured the debut of a 78-foot-long Spider-Man balloon! And as if that weren't enough, the parade also featured a Marvel Universe float where Captain America, the Hulk, Dr. Doom, Power Man, Iron Man, Dr. Strange, Daredevil, the Silver Surfer, the White Queen, and even Wolverine engaged in an awesome battle.

Thanksgiving may never be the same again!

ITEM: Marvel has been getting quite a few mentions in the media lately. Did

you catch the mention of our brand new **SLEDGE HAMMER** series in the nationwide newspaper *USA Today*? Or how about the write-up on 'NAM scripter **Doug Murray** in the January issue of *Playboy Magazine*? Don't worry, 'NAM followers, Doug assures us that the attention won't go to his head—that bunny outfit of his is just for laughs!

ITEM: Have you checked out guitar whiz **Joe Satriani's** hot new album, *Surfing with the Alien*, yet? Not only does the album contain some of the most swinging tunes this side of Lila Cheney and her **All-Mutant Band**, but its jacket sports a nifty portrait of none other than the Silver Surfer!

Now, if only Mephisto wasn't demanding equal time. . .

THE TOP TEN

Well, another month has passed, and as sharp-eyed Top Ten watchers know, that means that it's time again for us to present the list of Marvel's ten best-selling titles in the Direct Sales market. This time it's for the month of **October**. It's compiled by our Vice President/Direct Sales **Carol Kalish**. And in case any of you are wondering why we don't throw caution to the winds and do up a **Top Eleven** once in a while, rest assured, we will—when **MARVEL AGE MAGAZINE's** #11! Anyhow, enough of this, on to the Top Ten!

- 1—**X-MEN** #226
- 2—**X-FACTOR** #25
- 3—**NEW MUTANTS** #60
- 4—**THE PUNISHER** #6
- 5—**INCREDIBLE HULK** #340
- 6—**SILVER SURFER** #8
- 7—**AMAZING SPIDER-MAN** #297
- 8—**THE 'NAM** #15
- 9—**G.I. JOE** #68
- 10—**G.I. JOE YEARBOOK** #4

X-TRA

THE

MUTANT

REPORT

X-TRA**VOLUME 3****"THE NEXT STEP IN NEWS EVOLUTION"****NUMBER 3****THE X-MEN ARE DEAD,****LONG
LIVE
THE****X-MEN®**

The X-Men, dead to the world at large, have relocated to a savage new land — the Australian Outback. But mutants — *cyborg* mutants, at that — have first claim to the territory and they're not giving it up without a fight! And, even if the X-Men can defeat the Reavers, what can they do with them then without re-revealing their own existence to the world? That's where Roma, the Guardian of the Multiverse, comes in with her *Siege Perilous* ... and things will never be the same again for the X-Men!

X-MEN #229, "Down Under," marks a new beginning for our outcast mutants with the debut of not only Storm's new look and costume, but also ... a mysterious new X-Man. Gateway is an ancient Australian Aborigine and what the X-Men don't know about him, will hurt them! Chris Claremont, Marc Silvestri, and Dan Green are also taking this opportunity to show us the tragic origin of a villainess who will soon be playing a major role in the upcoming weekly Wolverine solo series for MARVEL COMICS. (More on that next issue ...)



THE BROOD IS BACK!

The New Mutants still aren't over the death of one of their own during "The Fall of the Mutants" and it's affecting them in a big way! In **NEW MUTANTS #63**, Magik has a nightmare of an adventure that brings her face to face with ... the Brood! But not before she and Lockheed face the assembled might of the uncanny X-Men — particularly uncanny in the wake of their recent deaths! Warlock and Shadowcat play their parts, as well — but not in any way you'd expect! And wait until you see guest-artists, Bo Hampton and Joe Rubinstein's stunningly different rendition of Limbo. Look for the beautifully

painted cover of "Magik in Space" by Carl Potts. As the cover proves, this one is definitely different ...

And let's not forget **X-MEN INDEX #6** or its exciting, detailed descriptions of **THE UNCANNY X-MEN #109** to **#130** and **CLASSIC X-MEN #15** to **#19**. This takes the new X-Men through their second confrontation with Magneto, the origin of Xavier, and the introduction of Alpha Flight — right up to their battle with Mutant X! 48 pages of Marvel's newest Prestige Format and it only costs \$2.95 — you can't go wrong getting so much for so little!



X-FACTOR'S TROJAN HORSE

Back in "civilized" New York, all of X-Factor — young and old — face yet another of Apocalypse's tests. Only this time, it's their very home that attacks them, leaving them nowhere to run in **X-FACTOR #28**!

How do they fight the ship that wrecked Manhattan? Louise and Walt Simonson aren't telling, but things have been going a little too well for Xavier's original pupils lately ...

SAVAGE LAND REVIVAL



Speaking of a "savage new land," don't miss the X-Men's most dangerous visit ever to the old Savage Land, reprinted in glorious color in an 80-page Trade Paperback. These classics from the very first issues of **MARVEL FANFARE** were also Chris Claremont's and Paul Smith's first team-up on the X-Men with Terry Austin — a working relationship that became famous in **THE X-MEN**! And you'll find out why in **THE SAVAGE LAND** for only \$5.95. Mike Golden's original covers for the series are worth the price alone. Spider-Man, even Ka-Zar and Zabu, aren't enough help when our intrepid mutants have to face the combined might of Sauron and the Savage Land's Evil Mutates!

And, of course, there's this month's **CLASSIC X-MEN #21**, "Visions of Death," reprinting **X-MEN #115**, Claremont, Byrne, and Austin's very first X-Men adventure in the Savage Land, and their first confrontation with the pre-historic Sauron. Meanwhile, in Kieron Dwyer and Terry Austin's new pages, Jean Grey learns more about Professor X — and herself — than she ever wanted! And John Bolton's new Colossus tale explains once and for all why Peter Rasputin carries such fond memories of the Savage Land. As usual, you can always find **CLASSIC X-MEN** by the distinctive Art Adams covers.

And, as a matter of interest, this year's **X-MEN ANNUAL** will feature the return of none other than ... the Savage Land! (More on that as it comes in ...)

WHAT IF™

IRON MAN

HAD BEEN A TRAITOR?



MILGROM
ABEL

Often a single idea can be the key to the evolution of a comic book story. With "WHAT IF Iron Man Became a Traitor?", the new Peter Gillis-Steve Ditko-produced comic available in January of this year, the turning point occurs when the book's protagonist lies dying and must make a choice that, while compromising his ideals, assuredly saves his life.

On hiatus since 1986, WHAT IF #49 herald the long-awaited return of one of Marvel's most popular series. The brainchild of Roy Thomas, Marvel's editor-in-chief during the early

seventies, the premise of WHAT IF? was to create a giant-sized anthology series designed to examine alternate realities that stemmed from divergent critical points in previously established storylines.

Some of the earliest issues illustrated such concepts as "What If Spider-Man Had Joined The Fantastic Four?" and "What If The Hulk Had The Intelligence Of Bruce Banner?" Using the all-seeing Uatu, otherwise known as The Watcher (otherwise known as The Big Kahuna to his friends and That Tall Bald Know-It-All to his de-

tractors) as the narrator for each installment, the series provided intriguing insights into character motivation without having to cheat the readers with "imaginary stories" or "retroactive continuity."

Halfway through its runs, the series lost sight of its original premise. Readers were subjected to stories that, rather than using a divergent point as the catalyst, were based on hypothetical situations with no "real" foundation. Stories such as "What If Nick Fury Fought WWII in Outer Space?" and



upon when a guilt-ridden Stark's actions affect not only his armored alter ego, but the formation of S.H.I.E.L.D. and the life of its Commander-in-Chief, Nick Fury!

One might think that working with stories that don't affect the continuity of characters in the Marvel Universe, the possibilities would be nearly limitless. "Actually," as writer Peter Gillis explains it, "There is a self-imposed restriction in writing stories that diverge from events in the late-sixties or early-seventies. Because readers are familiar with the origins of most of the Marvel characters, you're likely to see more stories that diverge from the point of origin."

As an example, he cited "WHAT IF Spider-Man Had Never Become a Crimefighter?" from WHAT IF? #19. "Because everyone knows that Peter Parker left the entertainment business when he failed to stop the burglar that killed his Uncle Ben, it was possible to write a story that focussed on what would have happened if he had stopped the burglar and went on to become a star as the Amazing Spider-Man."

"There's also an enormous appeal, on the part of the writer, to write the original Marvel Characters, the 'Top Guns,' without the restrictions of continuity."

Is WHAT IF? #47 going to be the launching point for the reinstatement of this popular series? Fortunately the answer doesn't exist in an alternate reality and we don't need to seek council from The Watcher. Because, as always, if the mighty masses of Marveldom Assembled demand its regular return, then there's no What Ifs, What Ands, or What Buts, about it...

—Scott Lobdell

"What If Vision And The Scarlet Witch Got Old?" gave the series the feel of a try-out/inventory depository instead of the high-brow concept it was intended to be. When Ralph Macchio took over the editorial chores on the book, he decided WHAT IF? would only publish stories that demanded they be told by the sheer excitement and credibility of their premise.

Wondering what story could be so dynamic, so intriguing as to herald the one-shot single-issue temporary resurrection of this title? Suffice it to say that Ralph has stayed true to his editorial pledge.

"What If Iron Man Had Been A Traitor?" provides the answer as to why this format is being given another (albeit single-) shot at mainstream comics. Written by Peter Gillis, this alternate reality story of Tony Stark's early days as Iron Man is given an

even stronger air of authenticity by the penciling of one of Iron Man's earliest artists, Steve Ditko! Pat Redding's contemporary inking style serves to make this the perfect blending of yesterday's story told today.

Aside from several glimpses of Iron Man's original armor, before the first can of gold spray paint was applied, readers can thrill to the sixties' version of Iron Man fighting side by side with the early Fantastic Four, Thor, and the rest of the founding super heroes of Marvel. The only difference is that in this reality, Tony Stark is the unwilling slave of his Viet Nam captors who use the Iron Man technology to plant a spy within the midst of their American enemies.

"Only difference," of course is putting it mildly. Upon reading this 48-page story, heretofor unexamined character motivation is expounded



MARVEL®

TRIVIA

QUIZ

It's twenty years ago. I've got a new issue of **AVENGERS**, issue #52, introducing the **Grim Reaper**, and adding the **Black Panther** to the team. It's a great mag (we always called them mags), and I proudly lent it to **Richie West** down the street to read. I get it back a few days later—considerably the worse for wear. Richie's brother has played with it, and now the cover's ripped, pages are crumpled, it's not a pretty sight. Richie's mom can't understand why I'm so upset. "After all," she says, "it's just a comic book."

Herein lies one of the great pleasures of Epic Comics. Can you imagine anyone picking up an issue published by Epic and discarding it as just a comic book? Periodically, a friend will pick up some comics from my table and glance through them with a desultory look on his face. "Oh, look, comics—are they still printed on that cheesy paper? Do they still have ads for x-ray specs?" And then, he'll come to an Epic Comic, and the tone of his voice will radically change. "What is *this*?" he'll ask, never having seen anything like it. The paper, the colors, the quality of the format catches his eye, and for the first time, he may actually *look* at a comic book, instead of glancing at them like dangerous bars of candy better left in the supermarket check-out line.

And then he just may discover the characters—some super heroes, but also some science fiction, humor and adventure the likes of which can't be found anywhere else. Much has been said about the boldness and innovation of creator-owned comics like the Epic line, but the role they play in winning the comics form new admirers may just be underestimated. Epic Comics may not make converts out of the whole world overnight, but I'll tell you one thing: they'd impress **Richie West's** mom.

Below, as tradition would have it, you'll find twenty questions covering Epic from its beginning in the groundbreaking **EPIC ILLUSTRATED** magazine, right up to the latest Epic Comics now being released. You may well be surprised (I was) to realize how many different series have come out

under the Epic banner in the few years of its existence. Test your memory of them below, check the answers on page 32—and if you see **Richie West** around, say hello for me, wouldja?

—**Brian Nelson**



1. **Hsing-Hsing** and **Ling-Ling**, the giant pandas in the National Zoo, helped which Epic protagonist defeat a Russian assassin?

2. Which format was NOT used for a cover of the Epic Limited Series, **THE ONE**: hamburger package, can of soda, box of laxative, or recruiting poster?

3. What **John Byrne** serial awaits its conclusion, left unfinished by the cancellation of **EPIC Magazine**?

4. Which series featured **Wawenoc** Indians, **Jimi Hendrix**, and a talking fish among its regular characters?

5. Which Epic series lasted the fewest issues?

6. Which Epic series has lasted the most issues?

7. **BLOOD** was: subtitled "a tale"; a Limited Series by **DeMatteis** and **Williams**; the name of the series' protagonist; all of the above?

8. **Dreadstar** teamed with all manner of worthies to defeat the **High Lord Papal**—but who in his band was not even alive?

9. Which was NOT a character of **ELFQUEST**: **Petalwing**, **Cutter**, **Guttlekraw**, **Guttersnipe**, **Two-Edge**, or **Kahavi**?

10. On what state coastline did the **Drake** family live before they were swept away amidst the **SWORDS OF THE SWASHBUCKLERS**?

11. **Video Jack's** faithful dog is named: **Mannix**; **Kojak**; **Columbo**; or **Rhoda**?

12. **Colin Fitzroy** and **Salem Hawkshaw** provided supporting color to what unearthly Epic saga?

13. The nemesis of **ELEKTRA: ASSASSIN** was Presidential candidate **Ken Wind**, whose commercial spiels always ended with what slogan?

14. What Epic mini-series featured a reluctant pilot flying some oddly futuristic planes?

15. He's got four arms, esper powers, and convoluted syntax, and he's one of the mainstays of **THE ALIEN LEGION**—who is he?

16. What is **Steelgrip Starkey's** real first name?

17. What **Cat Stevens** song shares its title with one of Epic's most acclaimed series?

18. Normally in Marvel Comics, **Morgaine Le Fey** is a villainess, but in what Epic book was she one of the unquestionable good guys?

19. In the first issue of **EPIC Magazine**, what Marvel character searched for "The Answer"?

20. And for the big money—can you name—**SIX FROM SIRIUS**?

STAN'S

SOAPBOX™



You won't believe it! Well, maybe you will! We'll see.

This issue I plan to give you a break. You've earned it. I will absolutely not, repeat NOT, huckster any Marvel product! I won't recommend a single movie or comicbook or TV show for you to latch onto.

No, you haven't started reading the wrong column by accident. It's still the ol' Soapbox and this is still the same ol' adorable Stan yakkin' at you. I just don't wanna be too predictable, that's all. Also, I made a bet with Slim Jim Salicrup who said there's no way I could write an entire Soapbox without raving about some mighty Marvel product or other and recommending that you blow your entire life's savings rather than miss it!

Imagine him saying a thing like that about me! Me, the very soul of modesty and restraint! Me, the ever-lovable, oh so humble, low-key True Believer who's too shy and retiring to ever even venture an opinion! Actually, I think he's got me confused with Irving Forbush, but I'm too sensitive and self-effacing to set him straight!

(A special note for all the writers among you: You have my permission to use the preceding four paragraphs as a textbook example of how to fill up quantities of text without saying anything at all.)

But now that we've got all this quality time to spend together, let's turn to matters of even greater pith and relevance . . .

I have an apology to make to the halcyon hordes of Marveldom Assembled! Now I know it's difficult for you to conceive of a wonderful guy like me doing anything that might ever call for an apology, but hey, even Mozart might have once hit a sour note! Let me clue you in to the whole sordid story . . .

A few issues ago I recommended that you tune in to a new TV series called TRUE BELIEVER. The title was later changed to TRUE COLORS, and finally ended up being ONCE A HERO — all of which is, like most of the things I write, totally irrelevant and has nothing to do with the point of the story! But bear with me — it can only get worse!

You may remember me telling you that you'll recognize my very favorite



writer editor doing a cameo bit in the show. Well, much as I love 'im, I wasn't referring to Titanic Tom DeFalco! I was, of course, alluding to my own sagacious self. Originally, when the pilot episode was first filmed, it started off with Yours Truly being interviewed by a TV reporter and explaining why super heroes sometimes lose their popularity. As you can imagine, I was totally awesome and couldn't wait till you all saw me in my arguably brilliant television debut.

Now comes the heart-wrenching part!

The network decided they wanted to recast the role of the hero, Captain Justice. They also wanted some parts rewritten and reshot. Hey, that was fine with me; nobody ever argues with

a network! But little did I dream that the entire show would come in just a little bit too long after the final shooting. And so they had to cut a few minutes to make it fit into its time slot. At this point, I suspect you're beginning to guess what I'm leading up to!

Naturally they couldn't cut the commercials! They couldn't cut the hero, Captain Justice! They couldn't cut the action scenes or the humor scenes! So what was left? You got it — Mr. Expendable Lee!

And that's why the apologia! I told you to watch for me, and I wasn't there! I can just imagine all the broken hearts and tear-stained pillows throughout the length and breadth of televisionland! I can so easily empathize with your disappointment and



Our Emmy-winning animation studio was likewise well-represented by our lovely president, known far and wide as the Queen of Animation, **Madcap Maggie Loesch**. Also, it was great being with our new Chief Operating Officer, **Jaunty Jerry Amant** who survived the entire 3-hour trip to the meeting with me back-seat driving all the way! And then there was **Jocular Joe Teratero**, our new VP in charge of scaring up the dough and making the deals for our prize-winning animated TV shows!

Presiding over the whole megillah was Gentleman Jim Galton, as laid-back and lovable as ever, while the spark plug who ignited every session was none other than Barnstormin' Bob Rehme who made every minute of the meeting an explosive and exciting fire-cracker event.

If any of the above gives you the idea that I'm really hooked on the super guys and gals who make up the Marvel/New World galaxy of stars, you've got it right, **Bunky!** They're the greatest gang a guy could work with — and that's probably the reason that, when it comes to Marvel, the excitement never stops!

Incidentally, this may be the last column I write, because there are bound to be some names I didn't mention, and if so they'll probably kill me when they read this! But, if I survive the next few weeks, then let's get together again next ish at the same old stand when it'll be back to normal with me trying to baffle, bedazzle and bewilder you as well as con you into buying everything under the sun!

Till then, O True Believer, stand a little taller, smile a little broader, shout a little louder — hey, you're on the Marvel team!

Excelsior!

Stan

frustration! But never fear. Somewhere, somehow, some way, at some future time we'll find a way to get that little bit of film which ended up on the cutting room floor and we'll put it in a cassette for you — then, knowing us, you can bet that we'll charge as much for it as the traffic will bear!

But now, on to other matters of equal weight and moment!

It's been a long time since we rapped about some illuminating items of major social significance. Well, since we're so valiantly striving to be anti-commercial, let me tell you about a fantastic trip I took with the top brass of Marvel Comcs, Marvel Productions and New World Entertainment to the wilds of New York State — and if that doesn't grab you, I'll go back to writing **Willie Lumpkin!** (Which many of this column's readers have urged me to do, in lieu of continuing the column itself, of course!)

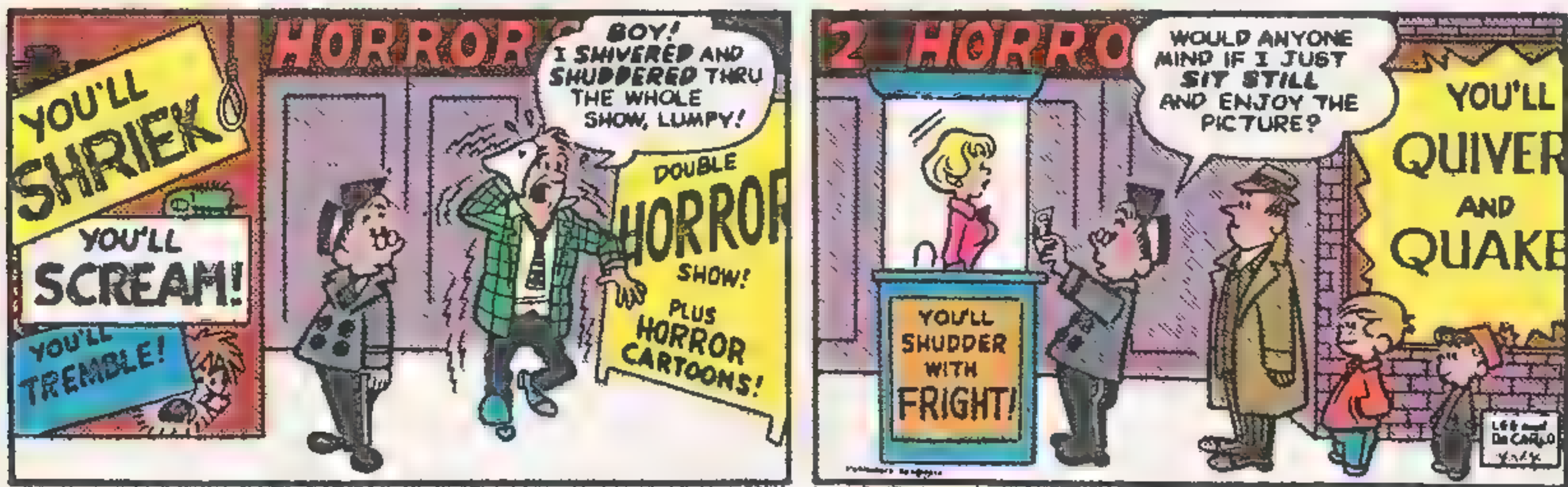
The whole trip was the result of a brainstorm by Rollickin' Robbie Rehme, New World's top Major Domo, and Jolly Jim Galton, President of Marvel Entertainment. They decided that it was time to bring the awesome creative forces of our New York comic book division and our Los Angeles animated studio together with

some of New World's top honchos in order for us to swap talk, ideas and inspiration. Also, it was a great chance for us to simply get to know each other better. As you can imagine, we're all so busy most of the time, what with artists drawing, writers writing, editors editing, etc., that we hardly ever get the chance to simply get together and shmooze for a while. (Question for any grammar majors amongst you: Is it true that the past tense of "shmooze" is "shmoze"? Or is it "shmozed"? We'll get to the pluperfect in some future Soapbox.)

Anyhow, there I was breaking bread with **Torrid Tom DeFalco** and **Merry Mark Gruenwald**, to say nothing of **Steely-eyed Steve Herman**, our demon licensing maven, as well as **Pretty Pam Rutt**, Marvel's petite but power-packed publicity whiz. And what a treat to share some bubbly with both **Mellow Mike Hobson**, our own valorous VP of Publishing Services and **Jocular Joe Calamari**, Marvel's valiant VP of Business Affairs who regaled us with speeches and soliloquies while we renewed acquaintances with **Capricious Kathy Beekman**, our siren of subscriptions and **Dauntless David Fox**, the ever-loyal legal eagle of comicbookville.

WILLIE LUMPKIN

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HI, EVERYONE! I'M
FRED HEMBECK AND LET
ME TELL YOU APPEARING IN
MARVEL AGE MAGAZINE
IS A LOT MORE
COMPLICATED THAN IT
USED TO BE.



YSEE FOR SOME TIME NOW,
THE FINE FOLKS WHO ASSEMBLE
THIS PUBLICATION HAVE INVITED
ME TO, ONCE A MONTH, STEP OUT
OF THE ACTUAL UNIVERSE WHERE
I SPEND MOST OF MY TIME AND
WHERE YOU'RE READING THIS
RIGHT NOW AND INTO THE MARVEL
UNIVERSE TO HANG OUT
AND RELAX WITH BELIEVED
CHARACTERS I LITERALLY GROW
UP WITH SUCH AS SPIDER-MAN,
CAPTAIN AMERICA, THE F.F.
AND THE REST USUALLY
SPOTLIGHTING THAT PAR-
TICULAR ISSUE'S COVER
FEATURE (THOUGH NOT ALWAYS).



BUT, A LITTLE OVER A YEAR
AGO THAT ALL BEGAN TO
CHANGE SUDDENLY, I WAS
BEING GIVEN A GUIDED
TOUR THROUGH SOMETHING
THEY CALLED THE NEW
UNIVERSE IN THESE PAGES--



I SAID, "WHAT'S THE
SHADOW LINE SAGA
UNIVERSE, JIM?"



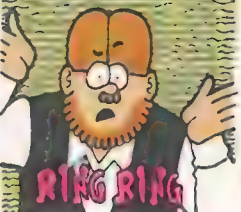
AND THEN HE TOLD ME
ABOUT THE 3 INTERCONNECT-
ING EPIC TRILOGIES THAT YOU'VE
UNDISPUTEDLY READ ABOUT
ELSEWHERE IN THIS ISSUE.
IT HELPED TO HAVE SOME
BACKGROUND BUT I WAS
STILL CONCERNED BECAUSE
I'D NEVER ACTUALLY
VISITED THE SHADOW LINE
SAGA UNIVERSE BEFORE.



YSEE, I'M PRETTY COMFORTABLE
VISITING THE MARVEL UNIVERSE.
I KNOW THE SPOTS TO AVOID-- YOU'LL
NEVER FIND ME BOOKING A
ROOM AT THE LATVERIAN
HOLIDAY INN, FOR INSTANCE.
I KNOW WHERE THE BAD
GUYS ARE, AND I KEEP MY
DISTANCE.



WELL, OKAY, SO HE KNOWS,
BUT WHO ELSE? huh?
CAN YOU ANSWER ME
THAT? CAN YOU?



HELLO?.. JIM SALICRUP?..
WHAT'S THAT?.. YOU DON'T
WANT ME VISITING THE
SHADOW LINE SAGA UNIVERSE
AFTER ALL?..



--AND BEFORE I'D EVEN
HAD A CHANCE TO MEMORIZE
THE NAMES OF S OF D.P.7, A
DIFFERENT FELLOW IS SHOW-
ING ME THROUGH THE
NEW NEW UNIVERSE!!



BUT MY CONFUSION
AND ANXIETY ALL CAME
TO A HEAD THIS MORNING.
SEE, I CALLED BOSS
SALICRUP AND ASKED
HIM WHERE I WAS
HEADED THIS MONTH.



HE SAID, "THE
SHADOW LINE SAGA
UNIVERSE, FRED!"



THE NEW UNIVERSE - PARDON
ME, THE NEW NEW UNIVERSE --
WELL, I'M STILL FEELING MY
WAY AROUND IN THERE, BUT
THERE'S ONE THING I DO
KNOW: STAY AWAY FROM
PITTSBURGH.



BUT NOW THEY EXPECT
ME TO WALK INTO MY NEW
ASSIGNMENT WITH NO IDEA
WHERE THE BAD SPOTS
ARE--NO FAIR!



I MEAN, WHO KNOWS WHAT
EVIL LURKS IN THE HEART
OF THE SHADOW LINE SAGA
UNIVERSE?..



..YOU WANT ME TO GO
SAILING THE SEAS
WHERE?..



IN...IN--
THE GROONIVERSE?!



BUT--BUT: sob: IN THE GROO-
NIVERSE ALL THE SHIPS: sob:
S-GINK...: sob: oh, FOR
THE SH-SHADOW LINE S-SAGA
: sob: UNIVERSE...: waaaaah:..



EPIC®

SPOTLIGHT

THE SHADOW LINE SAGA™

Some time last November, I invited Epic assistant editor **Steve Buccellato** out to lunch to discuss the three new SHADOW LINE comic books that he is editing. Little did I realize that when you invite one member of the Epic family to lunch, the others get very offended unless you invite them too.

So, Steve and I went to lunch, along with Epic's editor in chief **Archie Goodwin**, managing editor **Margaret Clark**, associate editor **Daniel Chichester**, and a few other stragglers. We dined at Chef 28, an establishment specializing in exquisite Chinese cuisine that gave us free egg rolls in exchange for this announcement.

The result of the interview is as follows:

GLENN: What is the SHADOW LINE all about?

DAN: I'm sorry; Glenn, I'm not sure I understand your question.

GLENN: Hmm. Okay, why has Epic entered into the super hero genre?

DAN: I'm afraid I can't answer that question on the grounds that I might incriminate myself and others.

GLENN: Uh, Archie, maybe you could expand on that?

ARCHIE: I needed the money. We've been trying this artsy-****sy stuff for five years and it hasn't taken off. Now we're going commercial all the way. I saw the whopping success of the New Universe and I thought, "Hey, I wanna jump on that bandwagon!" So why not the SHADOW LINE?

GLENN: No, really. Why are these books called "the SHADOW LINE"?

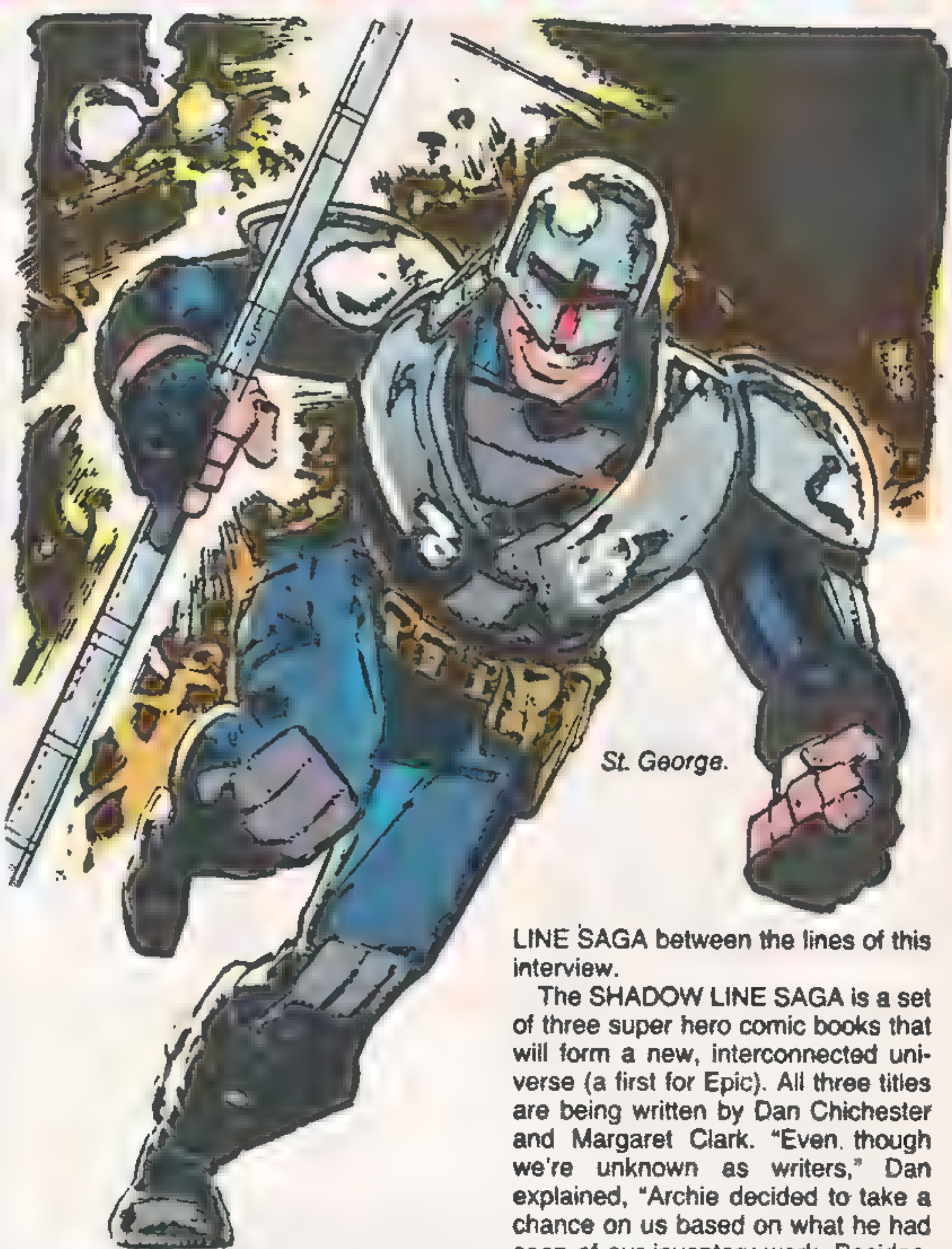
ARCHIE: Because, Glenn, it's a dark imitation of so many other things that have been done in comic books.

GLENN: Well, what can we expect from the SHADOW LINE?

ARCHIE: About one-and-a-half books a month. We may not make it, but that's what you should expect. "Expect the unexpected" has always been a rule here at Epic. Well, maybe not a rule, but a guideline.

GLENN: No, seriously. . .

ARCHIE: I don't know, Glenn. I'm trying to be serious here, but I'm think-



St. George.

ing that my career's already in the dumper. I've had 23 years in this business and I'm down to hocking these three titles. This is my last shot. I've got kids ready for college, so I had to do something, Glenn. It's the SHADOW LINE or nothing.

All right, since you're probably as confused as I am at this point, and since I'm obviously not going to receive any serious answers from this bunch, allow me to tell you what I managed to learn about the SHADOW

LINE SAGA between the lines of this interview.

The SHADOW LINE SAGA is a set of three super hero comic books that will form a new, interconnected universe (a first for Epic). All three titles are being written by Dan Chichester and Margaret Clark. "Even, though we're unknown as writers," Dan explained, "Archie decided to take a chance on us based on what he had seen of our inventory work. Besides, since we work right alongside him, he can keep a tighter rein on us."

"By keeping one writing team on all three books, we can maintain the continuity and complex integrity of the overall story," said Archie Goodwin, who created the entire concept of the SHADOW LINE.

"These books will have a gritty, realistic approach designed to appeal to the more sophisticated reader," he added. "We want to produce material that will bring back the person who

gave up on comics, thinking there was nothing new to be found."

The saga deals with a race known as **THE SHADOW DWELLERS**, who have secretly coexisted with the human race since its beginnings. However, they evolved more swiftly than mankind, developing advanced physical and mental abilities while humanity advanced in numbers. For every thousand humans in this world, there is one Shadow Dweller.

Over the centuries they became the basis of our legends and myths, such as fairies, vampires and the Greek gods. The Shadow race is distinguished from human beings by their tighter muscle structure, stronger skeletal structure, faster reflexes, and greater life span. In addition, they have an electrochemical product within their brains that allows enhanced psychic abilities, which vary among each member.

The race grew slowly; it presently consists of small, isolated clans scattered across the world, who often fight among themselves. But as the 20th century draws to its close, there is little room for living in secret. The Shadow Dwellers have watched the human race advance and achieve a level of technology that had reached Doomsday proportions. Since the Shadow race made Earth their home, they feel a pressing need to emerge and influence the destiny of the planet they share with us. In **DOCTOR ZERO**, **POWER LINE** and **ST. GEORGE**, we see how the Shadow Dwellers respond.

GLENN: So, tell us a little about the three main titles.

ARCHIE: The three main titles, Glenn, are the **X-MEN**, the **WATCHMEN** and **DARK KNIGHT**. But since this is **MARVEL AGE MAGAZINE**, you probably can't print the last two. I wish we were doing three main titles, but we've decided to do **DOCTOR ZERO**, **POWER LINE** and **ST. GEORGE**.

GLENN: What do you have planned in **DOCTOR ZERO**?

ARCHIE: Zip! Ha ha.

DAN: It's a unique concept — there will be 28 blank pages that the reader can fill in to make his own story.

Actually, **DOCTOR ZERO** is the first Shadow Dweller to emerge in the public's eye. The book is penciled by **Denys Cowan**, inked by **Bill Sienkiewicz**, and colored by **CHRISTIE SCHEELE**.

"Doctor Zero appears on the scene, presenting himself as a super-heroic figure in order to manipulate events worldwide to his own ends," Steve Buccellato said. "As we learn more about him, we come to understand what those ends are and how they will affect the world."

DOCTOR ZERO is essentially an outlaw among the Shadow race. His motives aren't altruistic, but rather egocentric. He intends to protect the world in which he lives.

Zero's powers are far greater than any other Shadow Dweller. He is nearly immortal and has developed his psychic abilities to a level far beyond his peers.

GLENN: So, he's got psychic powers. Can you be more specific?

DAN: Well, you've seen **Johnny Carson's "Karnak"**? It's much like that. Each issue Doctor Zero will open

a new envelope, which triggers the whole story. He can also manipulate people. For instance, he could make you drink that beer in front of you.

ARCHIE: Excuse me, Dan, but this is going to be printed in **MARVEL AGE MAGAZINE**. Glenn is not drinking a beer. That's a 7-Up—a *Cherry 7-Up*!

For the record, Doctor Zero is unique in that he has been able to develop many powers throughout his immense lifetime, whereas most Shadow Dwellers have only one inherent ability. He has drained mental energy from humans and Shadow Dwellers alike throughout time, augmenting his powers like a psychic vampire. "So the vampire could logically be traced back to Zero himself," Dan mused. "And maybe not."

Basically, Doctor Zero can levitate himself to simulate flight, he has telekinetic abilities, and he can mentally push people to do his bidding. Also, he has what he calls his "Z" effect," which is the ability to encase an object within a vacuum, causing it to explode.

ARCHIE: I tried to change that to "implode," since these are PG-rated comics and I thought it would look nicer.

DAN: Well, there you go, Archie—these are **PG-13** comics! They'll have grittier and darker action than you see in standard Marvel comics, but there'll be no **TEEN TITANS**-type stuff — you know, 40 pages of **Robin** in bed with **Starfire**.

MARGARET: That's because Robin's not in these books.

Back to Doctor Zero: Dan implies that Zero is not really a hero in the conventional, altruistic sense. "He's



much more of a Machiavellian character," he said. "He looks down on his fellow Shadow Dwellers and shows contempt for humanity."

In his first issue, Zero debuts as a super hero to the world at large in order to end the threat that man's technology poses to him. Of course, this heroic guise is just a sham, disguising Zero's true intent of manipulating humanity to make them less destructive. His egocentricity facilitates his belief that the end justifies the means. "Doctor Zero sees himself as having always existed and forever existing," Margaret said. "He wants to live for eternity and will stop at nothing to achieve that goal."

With this attitude, it's no surprise that Doctor Zero is considered a renegade by his own people. When a rogue Shadow Dweller known as Ripley observes Zero in his super hero guise, he tries to convince his peers that they should introduce their own super heroes. Since the Shadow Dwellers are now going to be in the public eye, he wants to create a positive icon for the race, who would do good deeds without selfish motive.

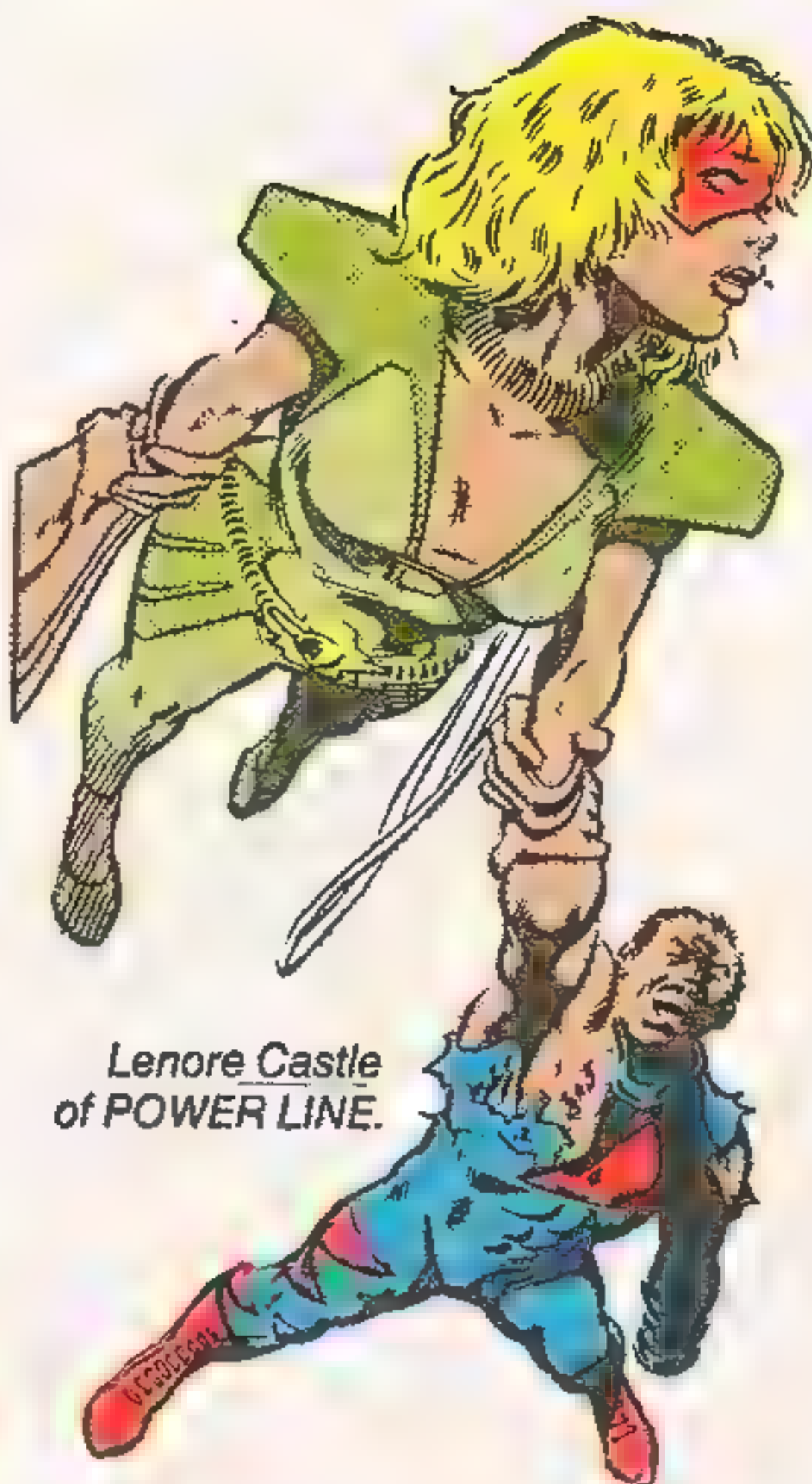
Thus Ripley promotes the duo known as Power Line.

GLENN: Steve, tell us a little about POWER LINE.

-STEVE: Well, there's this guy and this girl, right? And they have these rings. So like, when they connect these rings the guy can turn into any shape of water or ice and the girl can turn into any form of animal.

GLENN: Et tu, Steve?

Okay, POWER LINE is illustrated by David Ross and Bob McLeod and colored by John Wellington. It is a team composed of two heroes: Victor Guillemos, a 16-year-old South American, and Lenore Castle, a 19-



Lenore Castle
of POWER LINE.

year-old Valley girl. Individually, they each possess very modest Shadow powers, to say the least.

DAN: Victor can generate a very weak force field while Lenore can make very nice hops in the air. It's not flight by any conventional standards, but rather a minor-league levitation.

ARCHIE: She's also an Olympic-level athlete, but I guess we should save that for the OFFICIAL HANDBOOK OF THE SHADOW LINE UNIVERSE. She has no super strength, though. A major rule in the SHADOW LINE is that no one can lift (press) a Buick.

DAN: That's because we have a

contract with Chevrolet.

Through a series of events, Victor and Lenore discover that their powers exponentially complement each other's to the point where they are almost as powerful as Doctor Zero. When together they can fly, create a very strong force field, and project electromagnetic blasts. Their story begins when Ripley, who is Victor's uncle, decides to promote them as a super hero team, complete with flashy costumes.

Power Line's debut will bring them into conflict with the Ravenscores, a powerful crime family among the Shadow race similar to the Mafia. Victor's parents were killed early in his life by the Ravenscores, which is the reason he is under the guardianship of Ripley.

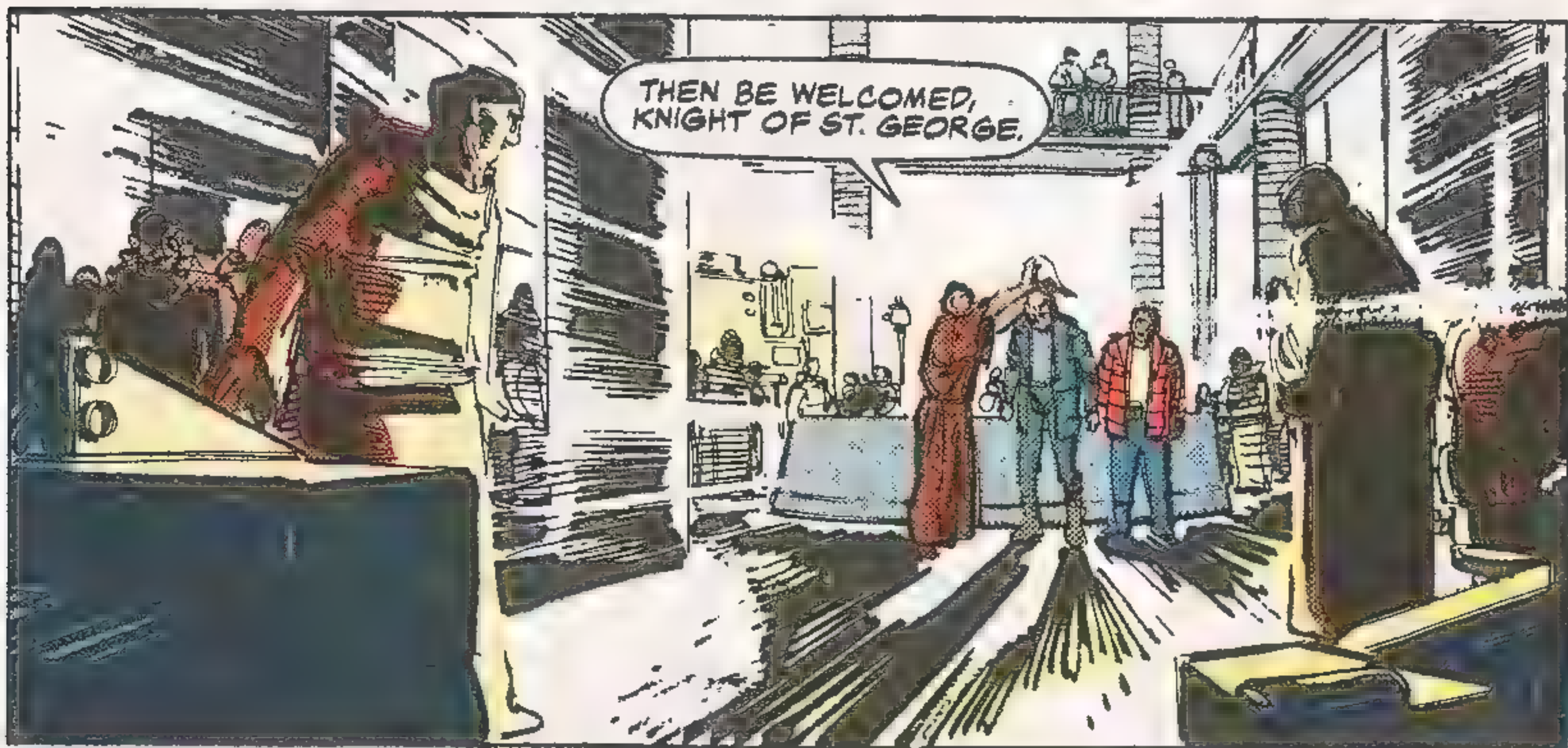
"Ripley is determined that Zero won't be the only one representing Shadow race power among the humans. So he, Victor, and Lenore decide to act on their own," Steve said.

ARCHIE: Doctor Zero is the Frank Sinatra of the SHADOW LINE—it's Doctor Zero's world, and the rest of us are just living in it. . .and screwing it up. So he has to do something about it.

MARGARET: Doctor Zero is the stone that is thrown into a pond that triggers the resulting ripples. In other words. . .

ALL: . . .Doctor Zero is the SHADOW LINE's White Event!

One of the ripples that Doctor Zero creates is to prompt the Order of St. George (a religious order of Shadow Dwellers) to seek a new knight to champion them. Penciled, inked and colored by Klaus Janson, ST. GEORGE chronicles the adventures of Michael Devlin, a member of the human race. Throughout the centuries, the Order of St. George has





recruited human beings to represent the heroic ideal, beginning with the legendary St. George who slew the dragon. These heroes are trained to use advanced cybernetic armor developed by the monks, and each warrior must act in absolute secrecy. The existence of St. George, however, will prove difficult to keep hidden in today's world.

Michael Devlin was a Catholic priest acting as a missionary in Nicaragua. He became embroiled in that country's political turmoil, fighting as a guerilla priest for the oppressed people of Nicaragua. But the frustrations of being powerless to save these people soon overcame him. He was captured by government troops, but eventually fought his way out.

Thus, his order called upon him to serve in a poor Brooklyn parish. Again, however, he felt frustrated at his inability

to make a difference.

Then, one day, Father Barnabas, of the Order of St. George, approaches Devlin and offers him the position and the powers of St. George. These powers derive mainly from the armor the Order grants him.

GLENN: What exactly are St. George's powers?

DAN: He can juggle.

Actually, the armor, which has become increasingly refined over the centuries, enhances Devlin's latent human abilities to the level of a Shadow Dweller. For example, he has increased strength and psychic powers that are channeled through the armor and a lance that the knight carries.

DAN: As time goes on, Devlin will learn how to use the armor with more proficiency to gain more powers.

GLENN: Such as—?

DAN: We have no idea.

Once Devlin accepts the monk's offer, he focuses his attention on helping one person at a time. "He's not Doctor Zero," Margaret said. "He can't save the entire world. He usually helps one person at a time, hoping to make a difference that way."

While the first issue of ST. GEORGE deals with Michael Devlin's acquisition of the armor, in the following issues he travels to Turkey to rescue a child who was kidnaped by terrorists. In subsequent issues we will learn that the terrorists are connected to the Ravenscore crime family. So, eventually St. George will go after the Ravenscores themselves.

However, this storyline should not imply that St. George and Power Line operate in the same type of environment. On the contrary, Power Line has decided to be flamboyant and always in the public's eye, while St. George sticks more to the shadows, avoiding publicity as much as possible.

The continuity among all three comic books will be strong but subtle. Power Line appears at the end of DOCTOR ZERO #1 and St. George appears at the end of POWER LINE #1. Other than that, each book can stand apart from the others. "It's not like you'll be missing part of the plot if you only decide to read one title," Margaret explained, "but if you read the other two books you'll get a richer view of the same world."

GLENN: Will you be introducing more Shadow Dwellers in the near future?

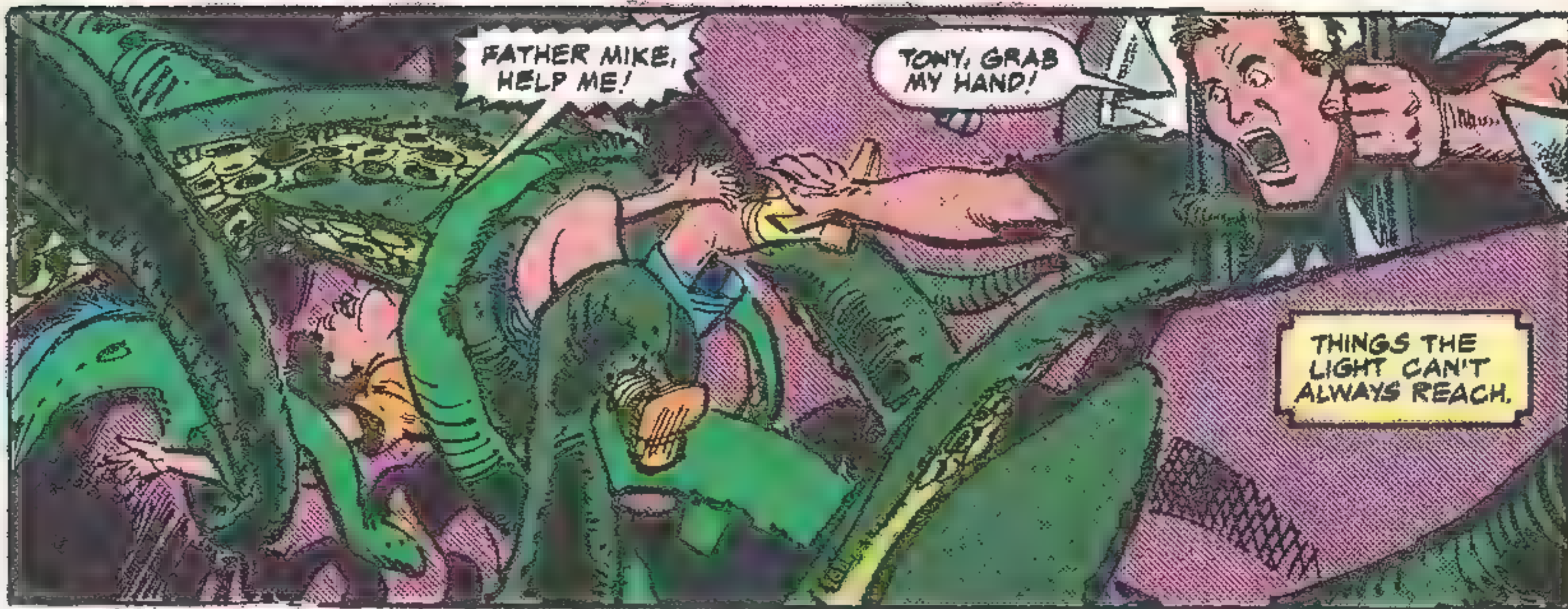
DAN: As time goes on, there will be other Shadow Dwellers emerging and there will be humans who discover more about them. As long as we can copyright them and get the royalty checks.

GLENN: What will be the repercussions of the Shadow Dwellers going public?

DAN: Well, L. Ron Hubbard may write a book about them. But don't worry, there's not going to be any Shadow Dweller Registration Act.

DOCTOR ZERO, POWER LINE and ST. GEORGE are planned as continuing series. Margaret said that the stories are set up so that "if we leave, someone else can easily take over." A series bible has been compiled by Archie, which lays out the continuity between each title, making it easy for a new writer to pick up where the previous one left off. Unlike most other Epic Comics, Marvel owns the copyright to the SHADOW LINE titles rather than the creators.

If the three titles receive positive feedback, Archie plans to develop a quarterly anthology, in the 64-page bookshelf format. These anthologies will contain SHADOW LINE stories,



but will be worked on by different creators. The stories may take place at any given point in history, whereas the three main titles will only take place in the present. Some of the anthologies may deal with the origin of a new Shadow Dweller, while others may relate a specific point in history for an established character.

"We might not be able to get, say, Frank Miller or Alan Moore to do a regular title, but they might want to do a short story featuring Doctor Zero in the 16th century or something," Dan noted.

The first issue of DOCTOR ZERO goes on sale in February, POWER LINE in March, and ST. GEORGE in April. All three titles will appear bimonthly thereafter in the same \$1.25

format as VIDEO JACK and the revamped ALIEN LEGION. They will be available in comic book specialty shops and will be easily recognized by their painted covers.

"Each group of books will be graced with a distinctive set of covers," said editor Steve Buccellato, who arranged for the covers of same-numbered issues to be painted by the same artist. He hopes that this idea will help pull the books together visually on the stands.

Bill Sienkiewicz has painted the covers for the first issue of each title. J. Muth will be painting the covers for the second issues. Kevin Nowlan will be doing the third, with Mark Chiarello, Kevin O'Neill, Kent Williams, John Wellington and George

Pratt following respectively.

GLENN: Okay, folks. Let's bring this "interview" to a close. Any parting comments, Steve?

STEVE: Yes.

ARCHIE: I think what Steve is trying to say is that this project is the pinnacle of his editing career. Hey, he's gotta start somewhere, right? Why not at the top?

GLENN: How about you, Archie? Any final words?

ARCHIE: Antidisestablishmentarianism is the biggest one I can think of, Glenn. But I would like to go on record saying that had I heard this interview prior to this project's conception, I never would have initiated it.

ALL: Hear, hear!

—Glenn Herdling



THE MARVEL AGE®

INTERVIEW

WALT

The Avengers are in for quite a few changes when **Walt Simonson** takes the helm chronicling their adventures as of issue #291. Any fan who remembers Walt's stint on the MIGHTY THOR will attest to that statement. MARVEL AGE MAGAZINE tracked Walt down for this exclusive interview:

Walt, you once turned Thor into a frog! What, pray tell, have you in store for the Avengers?

Well, my first thought was an opening cover with the existing Avengers lined up like bowling pins in their super hero outfits all as frogs. I was talked out of it by people with more sense, so I'm not going to do that—at least not in my first issue.

I begin on issue #291. Number 300 is coming up. It's a big number and big numbers traditionally become big issues. I'd like to do a big issue—something of relevant importance. So, I'm starting a storyline in which we're going to see the downfall of the Avengers. Essentially, the Avengers are going to be reduced in number over the next several issues until by issue #297 there will be no Avengers. The Avengers will fold in issue #296, and in the following issue we will see what it's

like when there are no Avengers. I'll start putting the team back together again in the subsequent three issues. Of course, there will be a revised lineup. A former member will return in issue #298 as the only Avenger, and will recruit another former member. Together they will start trying to pick up the pieces.

The storyline for those three issues will tie into the "Hell on Earth" saga in the mutant books at that time.

Anyway, 'Weezle [Louise Simonson, Walt's wife and writer of X-FACTOR] and Chris [Claremont] have some big stuff planned, which I'm not at liberty to reveal. But I intend to tie into that storyline, wrapping it up in AVENGERS #300.

Before that, I intend to reduce the current lineup. Once I'm through, there will be some new members as well as old.

Will you be doing the cover artwork on the AVENGERS?

Just cover sketches. I belong to the school of thought where I like seeing the artwork on the inside match the art on the outside of a comic book. But the actual artwork, interior and exterior, is being done by John Buscema and

Tom Palmer.

When did you first start writing comics?

The first thing I wrote was BATTLESTAR GALACTICA, which I also drew. I was the writer/artist on four of the last five issues. Now I've graduated to writing one title and drawing another.

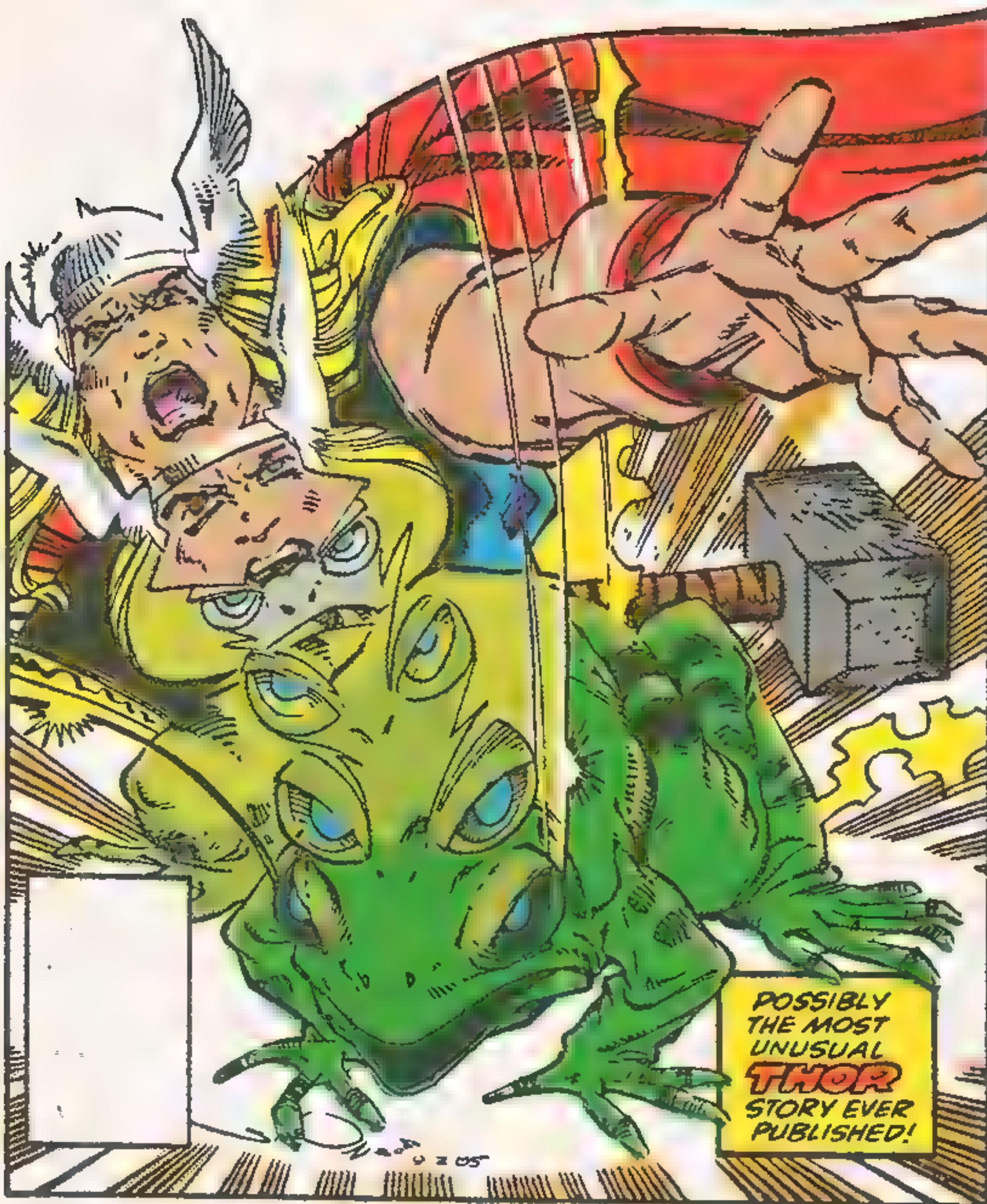
That would be X-FACTOR. What are the advantages of working so close to the writer of that series?

Well, it saves a lot of Federal Express bills. But more so, I can get much more immediate and personal feedback if I have any questions about Weezie's plots. I think that makes the stories tighter. We can work back and forth, constantly giving each other constructive criticism, which is very convenient.

Are you happy drawing one book and writing another, or would you rather write and draw the same book, as you did on THOR?

It's hard to say yet. I enjoyed writing THOR for Sal Buscema to draw because I liked the work he was doing. I had a good relationship with Sal and I got to know him better by working with him. Sal was one of the guys whose comics I read before getting into the business. It was a gas to work with him.





In the same sense, I'm getting to know John Buscema better through the AVENGERS. He's also a treat to work with and I enjoy it tremendously. Of course, it is different when you're writing your own stuff. The main difference is that I don't write as complex for myself as I do for others. I tend to do more crosscutting from plot to subplot when I write for myself. I know what I can handle. I've never actually written and drawn a team book, but on THOR I was able to juggle more stuff since it primarily dealt with a single character.

Being an artist, how does that affect your writing?

The biggest advantage is that I've been able to provide artists a certain amount of visual material, whereas some writers without artistic training are not able to set up a scene visually. I try to provide artists stuff to draw that they will find fun to do. I look at my artists and gauge what they can do and what they like to do, and I try to work that into the storyline.

I'm doing a Doctor Strange story for MARVEL FANFARE that Dave Gibbons is drawing. I called Dave and talked to him, and I discovered that Doc is a character that he's always wanted to draw. So we talked about the character and we talked about what Dave liked to draw. He wanted to draw Doc's house in Greenwich Village; he wanted to

draw some of those weird Ditko dimensions; he wanted to draw some moody atmosphere shots filled with weather—you know, rain, mist, fog. I think coming off the WATCHMEN he didn't feel like drawing a lot of perspective and buildings. He'd like to get away from that work for a while.

Naturally, I construed a story that is built around these parameters. I mean, Dave didn't come out and say, "I want this specifically." He just told me what he likes to draw. So I tried to write a story that captured all that stuff. I'm not so sure that by the end of it he found that he's gotten away from drawing buildings and such, but it's a compromise. He was delighted with it. He had the layouts back to me within a week and they're absolutely gorgeous!

But that's a case where I specifically tailored a story to try and take advantage of what the artist wanted to draw. That way I can be pretty sure that the artist will be enthusiastic about the project.

What led you to the pages of the AVENGERS?

That's a hard question to answer. I think probably the mystique as much as anything else. Truth to say, I haven't been following the AVENGERS much recently. For me, the AVENGERS was at its peak when Roy Thomas was writing it, with John Buscema's pencils

and Tom Palmer's inks. George Klein also inked nicely over John's artwork. In any case, John was doing some nice stuff, with large figures and panels. But the Surtur/Ymir "Fire and Ice" story, and the introduction of the Vision in "Death be Not Proud"—that was some great stuff. I thought it would be fun to get back and recapture that feeling for me. I'm not going to rehash Roy's stories, but they were powerful tales about powerful characters. I also thought, "Hey, I get to write a bit of Thor again, too!"

Thor will remain an Avenger?

Yes, Thor will remain in the lineup for, shall we say, "Post-Crisis"?

Will you be incorporating some of the things you introduced in THOR into the AVENGERS?

As a matter of fact, Roger Stern introduced the idea of a Council of Kangs. When I first heard about it, I envisioned an amphitheater filled with thousands and thousands of Kangs. But that's not quite how it worked out. So I figured, since they haven't done that yet, why not do it now? I'll be introducing the Council of Cross-Time Kangs. I got the idea when I was a kid reading Keith Laumer and other science-fiction writers.

It's like this: our Marvel Universe is point-zero on the temporal graph. As you move left or right of this point, things change only slightly from point to point. Therefore, the Kangs from areas close to point-zero will be very similar to the one we know. But as you get further from this point, they will get increasingly bizarre, until eventually you get female Kangs, child Kangs, alien Kangs, that kind of stuff. And there's a council of a zillion of these Kangs. I will introduce this council as the dark side of a much bigger organization which I first introduced briefly in the "Justice Peace" issues of THOR. This organization is known as the T.V.A.—the Time Variance Authority.

The Avengers will be finding out more about the cosmic function of the T.V.A. as opposed to the Council of Kangs. The Council discovers the possibility for a major weapon not too far in the future of the Marvel Universe. This is all a continuity pickup from the "Justice Peace" stories I did in THOR. I'm just turning it into a much bigger storyline. The first issue I take over builds up this Kang stuff, so the major storyline will be ready by issue #301.

The Avengers are a bunch of very powerful heroes and I feel that they should face a bunch of very powerful adversaries. So I want to invent a plot that will be worth the Avengers' time.

How many of the current lineup will you be maintaining in the Avengers?

Right now I plan on three. Actually, I was going to write out one of them from

the strip, but I had so much fun with the character that I changed my mind.

In THOR you added a lot of nice comic relief. Will we be seeing this in the AVENGERS?

Ideally, that's the way I always like to write. My feelings about super hero comics date back to the early Marvels that I read: Stan Lee, Jack Kirby, Steve Ditko, Don Heck, Roy Thomas...etc. The lesson all those guys taught me is that you can get away with anything as long as you keep a straight face. The minute you start to nudge or wink at your audience, as if saying, "Hey, aren't we clever?" you lose them because you push them outside the limits of the material. But if you keep a straight face, you can get away with murder using a lot of outrageous storylines. The frog stuff I did in THOR was pretty much a parody of the work I had done on the book up to that point. The Frog-Rat Wars of Central Park was a parody of the Surtur War. So, while I had a lot of fun with it, I kept a straight face. The mixed reactions to it made it all the more fun.

Do you consider yourself a writer or an artist?

Oh, just a guy who's trying to make an honest living. No, really what I consider myself, even before I started writing, is a storyteller. I didn't get into comics to write them; I didn't have enough confidence in my abilities to come in as a writer. But I did have enough confidence to become an artist since I've been drawing since I was three or four. I didn't start writing until college or so.

Where did you attend college?

I went to Amherst College and then to Rhode Island School of Design in Providence. I liked college, so I stayed there a long time. I graduated from Amherst in '68 with a degree in geology. I graduated from R.I.S.D. in '72 with a major in illustration. At first, I wanted to go into paleontology to study dinosaurs and all that, but I got away from it after a while.

Is that where the origin of your distinctive signature lies?

Sure. That actually pre-dates my art career. I was in the 11th grade, in the Spring of '63, and I was doing a lot of drawings. Every kid who draws knows that artists have classy signatures: Frank Frazetta, Norman Rockwell, and so on down the line. Some people put a dagger through their names, while others put it in a scroll. In my case I was just printing my name, and it just wasn't classy enough—no style. So I decided to try and place it within the silhouette of an animal. My mother suggested a dinosaur because I was such a dinosaur fanatic. So I did a bunch of simple outlines of various dinosaurs and tried fitting my name inside each one. And the sauropods, such as the



brontosaurus, diplodocus, and other long-necked heavyweights, worked the best. In the old days my signature was much more proportioned to a real dinosaur. Now the O has gotten a lot bigger, I've put a head at the front, and it's become much more stylized. Actually, one of the more humorous things about all this is that now that they're reconstructing dinosaurs and reviewing what they looked like, my signature is an obsolete vision of the sauropods' appearance. But I don't plan to change it, even if it is out of date.

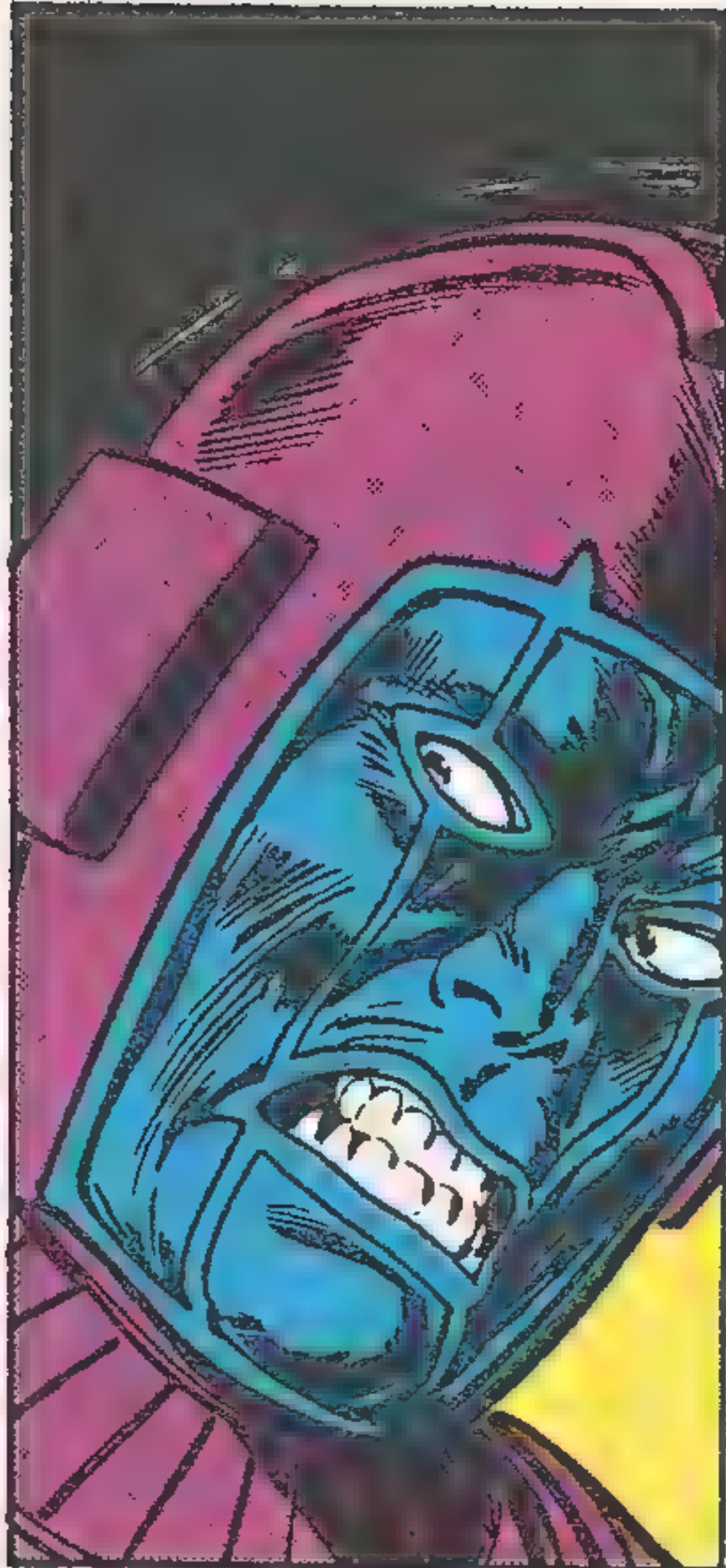
What comic books would you like to work on in the future?

I wouldn't mind doing THOR again some time. Maybe the FANTASTIC FOUR. I also like the SILVER SURFER. Beyond that, I have several graphic novels planned including another STARSLAMMERS story that I'd like to tell. Maybe if I had 72 hours in a day, I'd

be able to accomplish all this stuff. I wouldn't mind doing DOCTOR STRANGE; I'm delighted for the opportunity to do this Doctor Strange story for FANFARE with Dave.

Now that you're working on the AVENGERS, do you see yourself writing a lot of your favorite characters into your stories?

I didn't take on the assignment with that in mind. When I took over THOR, one of the things that I wanted to do at that time was to reestablish the identity of the character in connection with the Norse myth. I was a big fan of Norse mythology and I wanted to use a lot of that stuff as raw material for the comic. I didn't want to retell the myths, but I wanted to use the myths as springboards for other stories—make the comic more mythic. For me, it's what made Thor different from, say, Superman. So, I didn't do much guest-



starring in the course of the three and a half years I was doing the book. Here and there I did some crossover stuff, but not a whole lot. I wanted to re-acquaint Thor with his supporting cast.

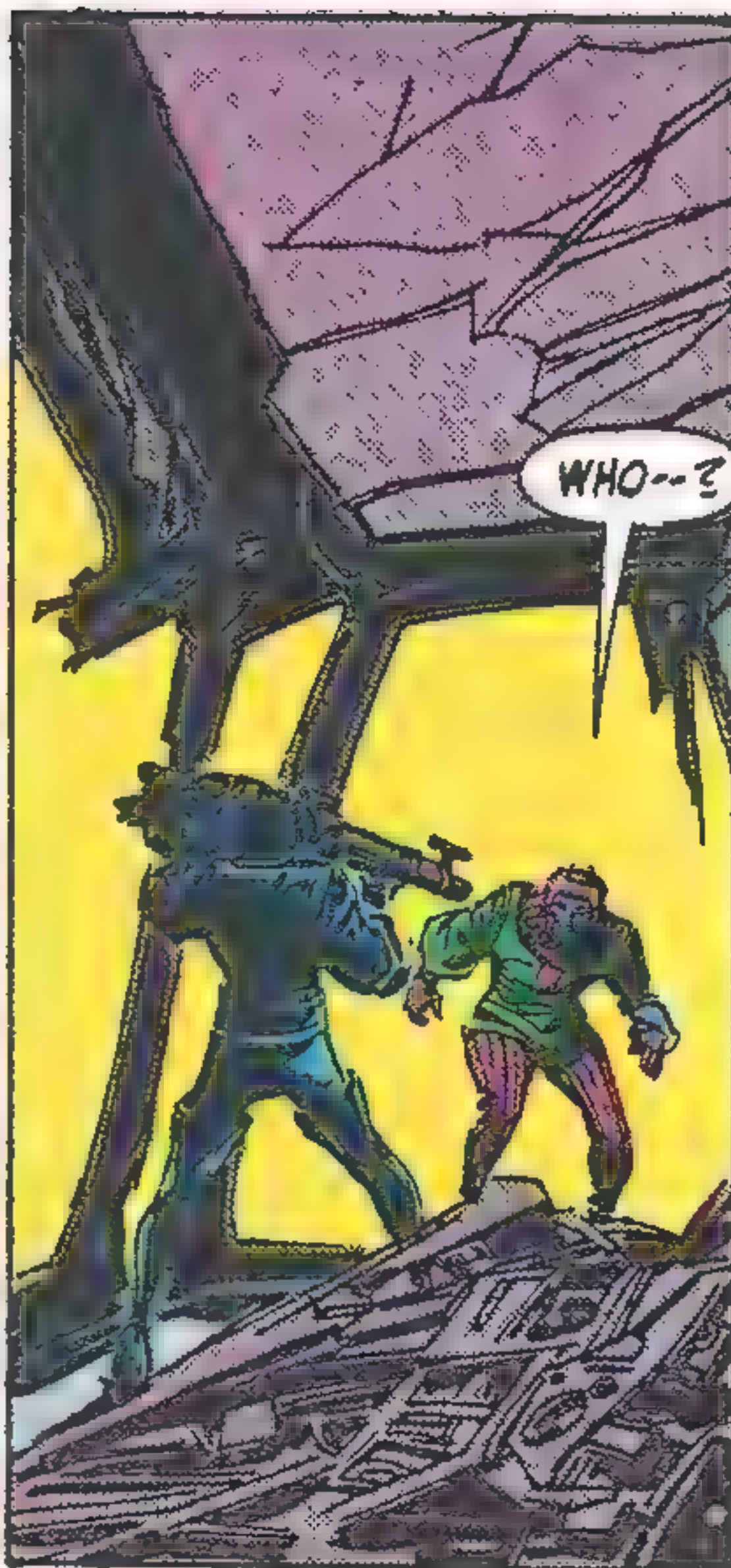
The AVENGERS, by virtue of being a more mainstream title involving a number of regular Marvel characters, some in their own books, of course presents the opportunity to bring in many other characters. In fact, what I would like to do ideally is have a core lineup of four characters in the Avengers, refreshing it from time to time with one or two new members using mostly pre-existing Marvel characters. But I am creating a new character, but he's still in the developing stages. A new character gives you the chance to explore the old characters in new ways. I'd like also to give the other Marvel characters a chance to become Avengers—ones that have never been Avengers before.

Will any of the ever-popular mutants be given their chance?

Possibly. It depends on who's loose out there and who I'd be permitted to get my hands on. There's a bunch of tremendous characters in the mutant subculture of the Marvel Universe. So I'd be real happy to use one or two. I have no one in mind specifically yet.

Will you be writing this year's AVENGERS ANNUAL?

Yes. It's the last Annual in the High



Evolutionary series, so I have to tie up the storylines. I have to figure out how the Earth's heroes actually win—if they win. But I haven't figured it out yet, although I have some ideas. It should be a lot of fun.

Will you be tying many of your stories into the WEST COAST AVENGERS storyline, as has been done in the past?

I don't think a whole lot. I know Steve Englehart has his own ideas of what he wants to do with his characters. So I don't think there's going to be a great deal of crossing over unless the circumstances call for it.

Any words of wisdom for your fans?

My final words of wisdom are, "Buy this book!"

As far as advice to people who want to break into the comics field, there's no real secret. I originally went to school to study geology and paleontology. One of the things I often see in art submissions is work from young artists that is obviously heavily influenced by the visual idioms of comic books, and not familiar with much else. Well, that can become a real ingrown toenail. If all you know is comics, then your work will probably end up being some strange admixture of second-rate John Byrne, Frank Miller, Howard Chaykin, Walt Simonson, whatever. But we already have first-rate guys by those names working in the business. You'd be much better off to learn to see with your

own eyes and draw with your own hands. That doesn't mean you should stop looking at other artists—almost every artist in the industry starts off by emulating an artist they like. I did it. I remember doing a drawing of Thor where I tried to be as close to Jack Kirby and Vinnie Colletta as possible. I also did a picture of Bill Everett's Hulk, Gene Colan's Iron Man, and so on. It isn't really necessary to flog yourself to develop an artistic style just because Byrne, Miller and Simonson have distinctive styles.

But, unlike yourself, most people do not enter the industry with a unique "style"...

Well, the trick is, if you practice drawing and practice seeing, letting the drawing reflect your vision, you will develop a style whether you want to or not. You can't prevent yourself from developing a style, so it's the last thing you should worry about. At first, you look at an artist's work to analyze how they see you can learn a lot from it. Ultimately, you set that aside and begin to develop your own eyes. Every young artist goes through that. Art school taught me that there were a great many ways to look at the world that I was unaware of. I discovered that there were a lot more options than I even thought existed, and that was extremely beneficial. If you're clever, you can bring some of those options into comics and bring a fresh look to it.

I did something similar with typographical sound effects. Now I see them everywhere. I'd like to think that I had something to do with bringing that into the cosmic consciousness of comic books, and I hope the comic history books will say the same. Bill Sienkiewicz has brought in a whole different style—the use of illustration and the knowledge of illustration. He was very innovative. So anyone who's any good has taken stuff from a lot of different sources and melded it all together into a style of some kind. Art school can help, but it's not necessary. Most guys in comics haven't gone to art school, at least the older guys. But art school was very valuable to me. Two of my most important courses, in terms of the style I draw today, were silkscreening and lithography. I mean, I don't silkscreen my comics, I don't lithograph them, I don't use silkscreen tools or lithographic tools, but silkscreening taught me patience and lithography taught me texture. If I had just learned from comics, I never would have tried those techniques. So the more you experience, the more possibilities are open to you. I've experienced a great deal in my life, but I'm experiencing more and more every day. And that's what I recommend to everyone: experience all that you can in life.

—Glenn Herdling

THE MARVEL AGE®

1976
PT. III



Okay, we covered the Avengers three months ago — but wouldja believe that in 1976, the House of Ideas had eight other team books on the stands as well? Let's plunge into them right now!

Under the Steve Gerber/Sal Buscema team, the DEFENDERS saw some of their strangest action yet! The year began with a disturbing game of musical brains, as the Headmen kidnaped Kyle (Nighthawk) Richmond and transplanted his brain with that of one of their own members, Chondu the Mystic! The Defenders, attacked by a Nighthawk with Chondu's mind, turned the tables by sending "Nighthawk" back to the Headmen, but with the mind of Jack Norriss! You remember Jack, he was the ex-husband of the Valkyrie — or rather, of Barbara Norriss, whose body the Valkyrie possessed! Then — wait a minute! I can see it coming — the DEFENDERS plotlines were so intricate that explaining them logically could easily fill this entire issue of MARVEL AGE MAGAZINE! Suffice it to say, by the time 1976 was over, we'd seen the introduction of Tania Belinsky, the new Red Guardian; the Valkyrie trapped in a women's prison; a baby deer threatening the safety of Dr. Strange's mansion; Nebulon, the Celestial Man, about to turn President Ford and the rest of the country into bozos, literal bozos; Power Man recruited to save Kyle Richmond from the Plant Man; the bizarre menace of Ruby Thursday; Nighthawk's old friend, Trish Starr, possessed by the extradimensional Shazanna; and the formation of the Emissaries of Evil — Rhino, Solarr, Egghead, and the Cobalt Man! Whew! Think what kind of trouble they'd have gotten themselves into if they thought of themselves as a real team!

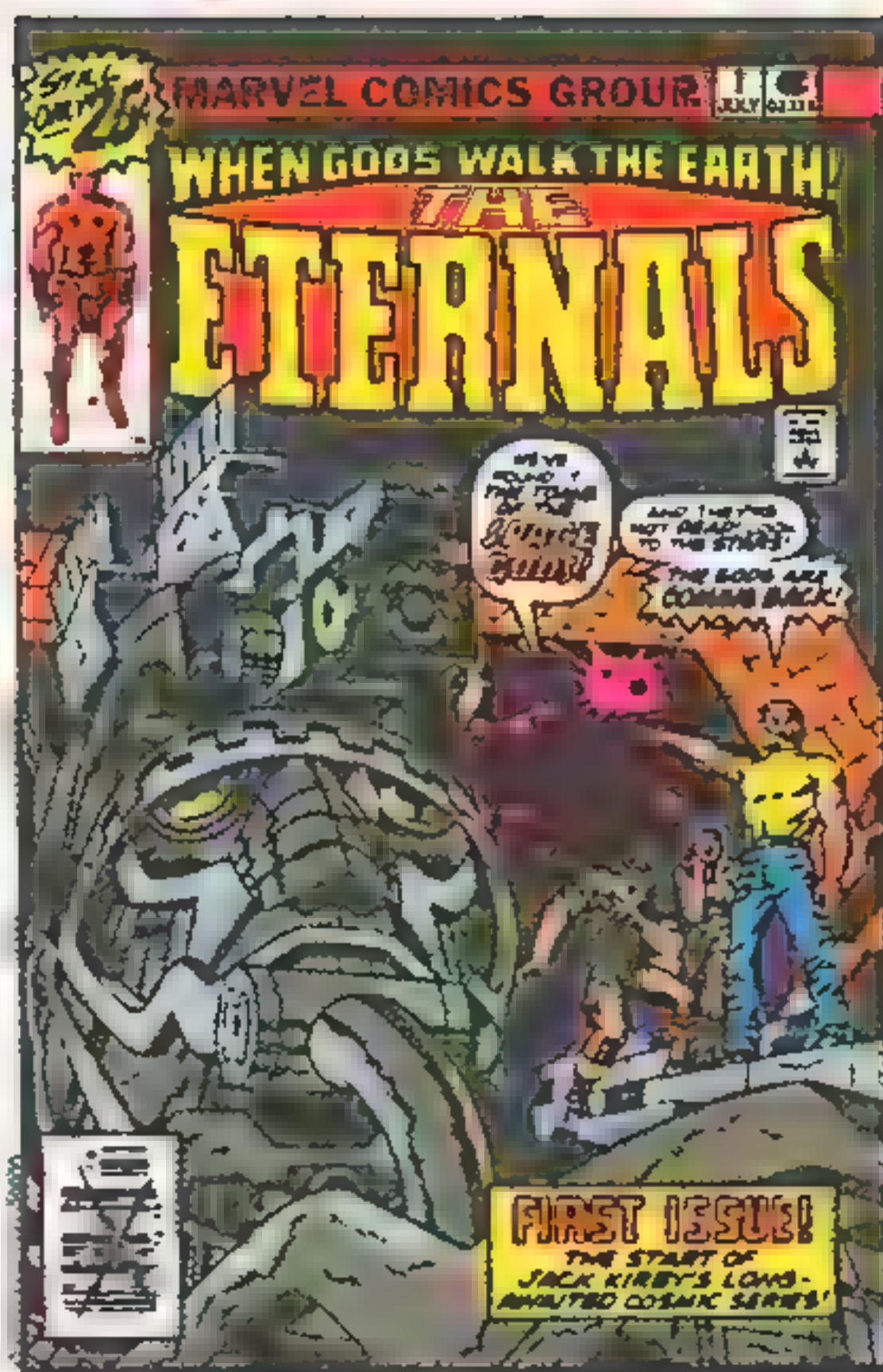
For example, they could have ended up like the INHUMANS! Attacked by the Kree mercenary, Shat-



terstar, betrayed by the insidious Maximus, it looked as if the hidden race had lost to the Kree at last. Black Bolt was chained above the city for weeks, watching his people suffer — until finally he could stand it no more, and he screamed! Too late he learned that the rest of the Inhumans had finally triumphed — too late because his lack of faith had destroyed most of the city! In atonement, he set out for space with the rest of the Royal Family, to seek out a new home where they might be free from the meddling influence of the Kree.

Another supergroup that arose from genetic engineering premiered in '76, as Jack Kirby unveiled his latest creation: the Eternals! In the first half dozen issues, we met such now-famed stalwarts as Ikaris, Ajak, Kro, Sersi, Makkari, Thena, and Zuras! We learned of the Eternal-Deviant wars, and of the hidden origins of mankind! And we gaped as the Celestials returned to Earth, to judge their handiwork and determine if the planet was worthy of continued existence!

But that wasn't the only surprise Kirby had in store! After a Treasury-sized adaptation of the classic sf film, 2001: A SPACE ODYSSEY, he



started a regular series by the same name! In the first issue, we saw a primitive "beast-killer," and future astronaut Woody Decker, and how their destinies were intertwined by the mysterious Monolith. In time, 2001: A

SPACE ODYSSEY would herald one of Marvel's most exciting new heroes!

But back to the groups! The uncanny X-Men were caught in a time of crisis, as you know if you've been following CLASSIC X-MEN! Havok and Polaris had been turned against the team by Erik the Red; Steven Lang's Sentinels attacked on Christmas Eve; and the battles climaxed in the fateful space shuttle crash that transformed Jean Grey into Phoenix! And just when they thought they'd take a nice vacation to Ireland, whom did they meet but the Juggernaut! These were the moments of greatness that ushered in an era of mutant madness, as chronicled by Chris Claremont and Dave Cockrum, creators extraordinaire!

Many years in the past, another classic team fought their direst battles as well! First, the INVADERS polished off U-Man, the Atlantean powerhouse who fought for Hitler! But while their backs were turned, they were captured and brainwashed by the Red Skull — and only Bucky could save them, by organizing the new team, the Liberty Legion! Red Raven, Miss America, the Whizzer, Jack Frost, the Blue Diamond, and the Thin Man came to the rescue, and started a bold heroic tradition at the same time!

Baron Blood, the Nazi vampire, next menaced the team — but Captain America, Namor, and the Human Torch triumphed as always, with the help of their new ally, the legendary hero of World War I, the one and only, Union Jack! Lord Falsworth, the original Union Jack, ultimately retired after his last battle with Baron Blood — but his daughter unexpectedly carried on the fight! For when Jacqueline Falsworth was fanged by Baron Blood, the blood transfusion needed to save her life came from the Human Torch, and gave her super-speed powers that defied belief! Thus would be born — Spitfire!

Thousands of years in the future, another superteam was thriving, as MARVEL PRESENTS featured the incredible Guardians of the Galaxy! Starhawk, the enigmatic new leader, regrouped the team after the defeat of the Badoon, and took them on a new mission to the hub of the galaxy! On the way, they picked up a new member — Nikki, the sole survivor of the planet Mercury. And it was Nikki and Vance Astro, working in concert, whose affection and humanity saved the universe from Karanada, "the emptiness that devours." The star-shattering climax, with Vance possessing the world-threatening Planetary Man, joining together with the flaming astral body of Nikki, had to be seen to be believed!

MARVEL COMICS PRICE GUIDE

So let's say we've whetted your curiosity, and you want to check out the original versions of all these super-sagas? Here's what you can expect to pay for these back issues at your local comics specialty shop. As always, our source is Robert Overstreet's THE COMIC BOOK PRICE GUIDE #17. But remember — this is only a guide. Actual prices may vary, and should be even less for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ CHAMPIONS			
2-9		.50	1.00
■ DEFENDERS			
31-42 (35: intro Red Guardian)		.40	.80
ANNUAL 1	.35	1.00	2.00
■ ETERNALS			
1		.40	.80
2-6		.25	.50
■ FANTASTIC FOUR			
166-177		.60	1.20
ANNUAL 11	.25	.75	1.50
■ INHUMANS			
3-8		.50	1.00
■ INVADERS			
4-10 (6: intro Union Jack)		.35	.70
11 (origin Spitfire)		.25	.50
■ MARVEL CHILLERS (Tigre)			
3-5, 7		.25	.50
6 (Byrne art)		.50	1.00
■ MARVEL PRESENTS (Guardians of the Galaxy)			
3		.50	1.00
4-8		.40	.80
■ MARVEL TWO-IN-ONE (Thing team-ups)			
13-20	.35	1.10	2.20
21-22	.25	.70	1.40
ANNUAL 1 (w/Liberty Legion)	.30	.80	1.60
■ 2001: A SPACE ODYSSEY			
1 (Marvel Treasury Edition; movie adapted)	.35	1.00	2.00
1 (comic book series begins)		.30	.60
■ X-MEN			
97-99, 101 (101: Phoenix 1st app.)	5.00	15.00	30.00
100 (Phoenix origin begins)	5.85	17.50	35.00
102	2.75	8.25	16.50



The Champions, in our own era, were still hoping to survive their initial adventure! Who'd think that Angel, Iceman, Ghost Rider, and the Black Widow, even with Hercules at their side, could mount and survive an assault on Olympus itself? But succeed they did, and went on to establish themselves as Los Angeles' own super heroes, in business to defend the common man! But despite menaces such as Rampage, the recession-born super-villain, the Champions' first priority became to protect themselves! Russia wanted the Black Widow back, and to retrieve her they sent the Griffin, Darkstar, the Titanium Man, and the Crimson Dynamo! Could the Champs survive the Russians' strategy of divide and conquer? Only 1977 would tell!

So now we've covered all the Mar-

vel teams except for the original! THE FANTASTIC FOUR, under the Roy Thomas and George Perez team, hosted another Hulk-Thing battle — but with a twist! Halfway through the combat, the two monsters decided they should be allies — rather than enemies, and to heck with the world! Next twist: prolonged exposure to gamma radiation from the Hulk cured Ben of being the Thing! Next twist: Reed hires Power Man to replace Ben on the team, but then Luke Cage is turned against the FF by the magic of the Puppet Master! Next twist: Ben defeats Power Man using a Thing-styled exo-skeleton, and rejoins the team! Next twist: Galactus is out to devour Counter-Earth, and the High Evolutionary sends Gorr, the Golden Gorilla, to fetch help from the Fantastic Four! The FF explore differ-

ent worlds to find an alternative for Galactus, and Sue Richards discovers the planet Poppup, which agrees to sacrifice itself and save Counter-Earth! But that's because Poppup only has one inhabitant — the Impossible Man — and with him gone, Galactus gets a case of cosmic indigestion from consuming a dead world! Final twist: in revenge for his humiliation, Galactus punishes the FF by turning Ben Grimm into the Thing!

What a year! And it wasn't over yet! The Impossible Man ran amok through the offices of Marvel Comics, and the Frightful Four regrouped, with a fearsome new member: the Brute (Reed Richards of Counter-Earth)! The FF ANNUAL pitted our Fab Four against the Invaders, as a piece of vibranium, accidentally sent back in time, changed the outcome of World War II! This epic continued into the MARVEL TWO-IN-ONE ANNUAL, as Ben joined the Liberty Legion to defeat the terrifying trio of Master Man, U-Man, and Skyshark!

MARVEL TWO-IN-ONE, as always, teamed Ben with a plethora of Marvel's myriad super heroes! Power Man and the Thing vanquished Braggadoom, a scientist's experiment gone horribly awry — Ben and the Son of Satan exorcised Ravenstorm, a specter from the Old West — and Morbius helped rub out the Living Eraser, a threat from the early days of Marvel! A multi-part story with Ka-Zar and Spider-Man crossed over into MARVEL TEAM-UP, as the Basilisk reared his ugly head, and the saga of the Scarecrow was wrapped up (not the first time Ben's book would finish stories begun in other series). Tigra, Doc Savage, and Thor were Ben's playmates for the rest of the year, working with him against the Cougar, Black Sun, and the Egyptian death-god, Seth!

And speaking of Tigra, she enjoyed her own series in 1976, under the masthead of MARVEL CHILLERS! Her sparring partners included her classic nemesis, Kraven the Hunter, as well as Joshua Plague and his Rat Pack. But even Tigra felt outclassed when Joshua Plague turned out to be the Super-Skrull in disguise! The Skrull was finally defeated by an ancient Indian talisman known as the Soul-Catcher, but it took extra help from Red Wolf, a huge serving of luck, and the storytelling talents of Claremont, Shooter, Isabella, and Byrne to enable Tigra to survive!

Next month we'll continue with other types of Marvel chillers, such as Dracula, Ghost Rider, and the Werewolf; till then, careful around those ancient Indian talismans, y'hear?

—Brian Nelson

MARVEL MESSAGES

Send your letters to MARVEL AGE MAGAZINE c/o Marvel Entertainment Group, Inc., 387 Park Avenue South, New York, NY 10016

Hello dere, mon. We be gettin' down to a Jamaican-style letter column dis time wit' a reggae-inspired title from David Steinberg of Belterose Manor, NY. Tanks, David!

Now, wit'out any furt'er ado, let's see what all de brudders and sisters out dere have to say dis month.

Dear MARVEL AGE MAGAZINE,

Over the past couple of years, Marvel Comics has promised that a S.H.I.E.L.D. Limited Series would come out. When will it be out, and who will be the illustrator?

Russell Ashenberg
484 Sunderland Rd.
Teaneck, NJ 07666

Well, Russell, it's been years in the making, but there's good news ahead, because the S.H.I.E.L.D. Limited Series should be coming your way any day now! Before long, you'll be able to thrill to the long-awaited confrontation between S.H.I.E.L.D. Director Nick Fury and the right-wing faction that has all but taken over the powerful espionage agency

The 48-page bookshelf format series is being scripted by X-FACTOR Editor Bob Harras with art by Paul Neary and Kim DeMuider. We'd tell you more, but you know how those spies feel about classified information. . .

Now let's pause for a minute for a quick visit to our Consumer Corner:

Dear Marvel Old Age,

We tested out some comic bags. Here are the results:



Activity

- 1) Lawnmower
- 2) Gasoline
- 3) Scalding hot coffee
- 4) Fire
- 5) Dry ice
- 6) Water
- 7) B.B. Gun
- 8) Tug of War
- 9) Put in the sun for 6 hours
- 10) Holding 5 pounds of rock
- 1) Scissors
- 12) Holding a comic book

Holds Up?

- 1) No
- 2) It weakens but it still holds together
- 3) Yes
- 4) No
- 5) Yes
- 6) Yes
- 7) Ha!
- 8) No
- 9) Yes
- 10) Yes
- 11) No
- 12) No

Sean Kiley
132 Harrison Dr.
Edinboro, PA 16412
Ben Plummer
108 Noromere Dr.
Edinboro, PA 16412

Does anyone know what these guys are talking about?

Dear MARVEL AGE MAGAZINE,

Upon reading that Marvel had been purchased by New World Pictures, I wondered if they would use the plethora of Marvel characters to their fullest advantage. I'm glad to see that they are doing just that! The upcoming projects featuring X-Men, Daredevil, Dr. Strange, Blade and Iron Man sound very exciting!

How about features for Spider-Man, Thor, Shang Chi, and Hercules?

Did you know that the SLEDGE HAMMER! TV series is produced by New world? He would be a natural for a Marvel Comics Limited Series!

R.E. Bryans
Kirkfield, Ontario,
CANADA KOM 2B0

Your suggestions for New World feature films sound awfully intriguing, R.E. In fact, there's been talk about a full-length feature for a certain wall-crawling arachnid for some time now! If you want to be sure to get all the details on the latest and greatest projects coming from New World Pictures, just keep an eye on Stan's Soapbox in every issue of **MARVEL AGE MAGAZINE**. You never know when the Smiling One is going to unleash yet another West Coast scoop!

And as for your suggestion for a **SLEDGE HAMMER!** Limited series, you may have noticed that Editor Jim Salicrup already wrote a **SLEDGE HAMMER!** series! It's like we always say: Trust us, we know what we're doing.

Dear **MARVEL AGE MAGAZINE**,

I really enjoy Wolverine and I was wondering if he could have his own series like Hawkeye does in **SOLO AVENGERS**.

I heard about this new series called **EXCALIBUR** and I was wondering if it starred the X-Men, X-Factor or the New Mutants?

Also, are you going to make a Limited Series of Wonder Man's movie, **ARKON IV**?

Well, that's all for now, so until Tigra swallows a furball, Make Mine Marvel!

Lee Shaffer
9963C Boca Gardens
Boca Raton, FL 33496



We've been getting an awful lot of requests for Wolverine solo stories, Lee. And to tell you the truth, it's kind of ironic that you mention the Hawkeye stories in **SOLO AVENGERS**.

Why is it ironic, you ask? Ah, we thought that would arouse your curiosity.

Get ready, Lee, because this spring, Marvel will be unveiling its first-ever weekly comic book, **MARVEL COMICS PRESENTS**.

So what does all this have to do with Wolverine? Well, just like **SOLO AVENGERS**, **MARVEL COMICS PRESENTS** will contain both self-contained short stories and multi-part, continuing serials. And wouldja believe that one of the first serials scheduled stars Wolverine? And wouldja believe it's written by



Chris Claremont, penciled by ace **AVENGERS** artist John Buscema, and inked by **THE PUNISHER**'s own Klaus Janson? Well, believe it!

As to your other question, Lee, some of the X-Men will indeed star in **EXCALIBUR**. Shadowcat, Nightcrawler, and Phoenix will all be on hand, as will some other familiar faces, including none other than that staunch defender of England's shores, Captain Britain!

And, we're sorry, but there are no plans for an **ARKON IV** Limited Series anytime soon. But hey, we figure that between **MARVEL COMICS PRESENTS** and **EXCALIBUR**, you'll have your hands full as it is!

You all know what that snazzy yellow background means! (Who's the wise guy who said "the answers to the Trivia Quiz"?) It's time for our **LETTER OF THE MONTH**! Each month, we pick a letter (or on occasion, even two) that covers a topic that we think will be of special interest to Marveldom at large. Then we print it against one of our ever-popular yellow backgrounds (which look exactly like this one, coincidentally enough).

This month, our Letter of the Month has an international flavor. Andale!

Dear People Persons,

I have a very complex question to ask you. Over the years, I have acquired many foreign Marvel Comics that I picked up in Spain. My question: How do you produce an identical comic book in Spanish without needing two pieces of original artwork? Am I wrong, or does this mean the artwork isn't always original?

Matthew Ryan Reischer

Good question, Matthew. A lot of people probably know that our comics are published all over the world in a wide variety of languages. For instance, Spider-Man is "Die Spinne" in Germany, "El Hombre Arana" in Mexico, and (of all things) "Spider-Man" in Israel. As it turns out, what really happens is that the publishers in those foreign countries license the right to publish foreign versions of specific Marvel series for specific numbers of issues. Once all the legalities are taken care of, Marvel sends copies of the artwork for the appropriate issues overseas.

So, you see, foreign publishers don't actually print our comics from the original artwork. That sure clears things up for us. Or at least it would — if our foreign friends would tell us what their comics say!

Dear **MARVEL AGE MAGAZINE**,

Wow! I can't believe that! One letter printed in issue #56 and two in #57! That's gotta be a Marvel record, eh? One thing, though, guys. My last name is *Wills*, not *Willis*. But hey! I'm not complaining! And just think, I haven't gotten any hate mail for that "April Fool" joke (hee hee!)

I thought this letter, I would say something productive, but nawwww... Uh, oh, now waitaminute, guys... No!

No! Not the straitjacket! I'll be good! I don't wanna go back! Oh, no, please! Get that needle away from me! HA HA!! No, wait!! HA HA! Wait! Not the muzzle! Captain America! Spider-Man! Wolverine! Somebody help mrmphmmmmmm...

Richard D. Wills
912 Allen Ct.
Socorro, NM 87801

Whoops! Sorry about misspelling your name, Richard. And while we're at it, a similar apology goes out to Lake Charles, LA's Nebert C. Gobert, (or "Robert C. Sobert," as we like to call him). We didn't mean to get your names wrong, fellas. It's just these little men who get in the typewriter and... Hey! Who are you guys? Wait! Not the needle and straitjacket! At least give us enough time to introduce this month's **MARVEL AGE PEN PALS COLUMN!**

Thanks, guys. You're real pals.

Okay, in the minute or two that we have before we're carted away for the night, let's meet a new batch of folks who are looking for pen pals across the country and around the world.

Remember, you can be listed here, just like the people you see in this box. Just send your name, address, age, and the titles of your three favorite Marvel series to Marvel Age Pen Pals at the address at the top of this letter column. Oh, and by the way, we're going to be naming the club once and for all pretty soon, so if you think you've got the perfect name for it (like "Fred" or "Irving"), send it on in! Hurry up—time's a'wasting!

Tom Speckels
Box 6021
Big Springs, TX 79721
Age: 14

Favorites: DAREDEVIL, WEB OF SPIDER-MAN, NEW MUTANTS

Leslie Lee
Apt. Block 95
Old Airport Rd. #01-171
Singapore 1439
Age: 16
Favorites: X-FACTOR, X-MEN, POWER PACK

Victor J. Vazquez
20142 N.W. 42 Ct.
Miami, FL 33055
Age: 17
Favorites: ALPHA FLIGHT, WEST COAST AVENGERS, X-FACTOR

Josh Zerkel
19961 Waltham
Birmingham, MI 48009
Age: 11
Favorites: X-MEN, X-FACTOR, SPIDER-MAN

Mike McCullough
5706 Kennedy St.
Riverdale, MD 20737
Age: 23
Favorites: DAREDEVIL, IRON MAN, X-MEN

Joel Johnson
349 Burr St.
Battle Creek, MI 49015
Age: 14
Favorites: SILVER SURFER, THE 'NAM, CAPTAIN AMERICA

Darren Barefoot
63 Glenmore Dr.
Vancouver, British Columbia
V7S-1A5 CANADA
Age: 14
Favorites: ALPHA FLIGHT, X-MEN, NEW MUTANTS

Matt Reeve
RR #3
Milton, Ontario
L9T 2X7 CANADA
Age: 13
Favorites: SPIDER-MAN, X-MEN, THE PUNISHER

Nicholas Smith
2103 Pleasantview Lane
Bellvue, NB 68005
Age: 14
Favorites: X-FACTOR, X-MEN, AMAZING SPIDER-MAN

John Lee
Star Rt. Lee's Ln.
Shepherdsville, KY 40165
Age: 15
Favorites: POWER PACK, X-MEN, FANTASTIC FOUR



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11. I certify that the statements made by me above are correct and complete.
(signed) Janet Pezzuto — Business Manager

MARVEL TRIVIA QUIZ ANSWERS

1. COYOTE (as it described itself, one series that refused to "panda")!
2. A box of laxative, of course! How literally do you think the title, THE ONE, was meant?
3. "The Last Galactus Story," and by the time it's finished, it might well be!
4. TIMESPIRITS, by Steve Perry and Tom Yeates.
5. The late, lamented VOID INDIGO.

6. The never-to-be-defeated, always-going-strong GROO THE WANDERER!

7. All of the above, and possibly also what its creators poured into it!

8. Extra points for those of you who have TWO answers to this question: the mage Syzygy Darklock, who used mystic force to hold himself together past death; and the android Maxilon!

9. Guttersnipe—unless Eliza Doolittle has somehow made an appearance in ELFQUEST while we weren't looking!

10. South Carolina, off the pirate waters, naturally!

11. Kojak (though the thought of naming a dog after Rhoda Morgenstern does have its appeal, some-

how).

12. THE BOZZ CHRONICLES, by David Michelinie and Bret Blevins.

13. "Not wind, like a watch, but wind... like the air..."

14. CRASH RYAN, by Ron Harris.

15. Meico, another of those aliens whose name looks like your last set of tiles at the end of a game of Scrabble.

16. Patrick—not Richard, for those of you who thought he might secretly be Ringo Starr!

17. MOONSHADOW, by J.M. DeMatteis and Jon J Muth.

18. THE BLACK DRAGON, by Chris Claremont and John Bolton.

19. Norrin Radd, the Silver Surfer!

20. Jakosa Lone, Starn, Skreed, Grod, LaMasque and the delectable Zematin-Lar!

Comics Buyer's Guide
Fan Awards for 1987

- 1. Favorite Editor
- 2. Favorite Writer
- 3. Favorite Penciller
- 4. Favorite Inker
- 5. Favorite Colorist
- 6. Favorite Letterer
- 7. Favorite Cover Artist
- 8. Favorite Comic-Book Story
- 9. Favorite Comic Book
- 10. Favorite Limited Comic-Book Series
- 11. Favorite Original Graphic Novel
- 12. Favorite Reprint Graphic Novel
- 13. Favorite Character
- 14. Favorite Publication about Comics
- Phil Seuling Award for Favorite Direct-Sale-Only Title

Only material cover-dated 1987 is eligible for consideration. Votes for ineligible material will not be counted. Anyone may copy and circulate this ballot, and any fan may vote only once and vote for no more than one nominee in each category. Ballot-box stuffing will result in the destruction of all ballots involved. You need not vote in all categories. Comics Buyer's Guide is not eligible for Category 14.

A free copy of Comics Buyer's Guide #756, dated May 13, 1988 (which will carry the results of voting), will be sent to any U.S. voter who does not already have a current or expired subscription to CBG. Votes from other countries will be counted, but we regret that a sample copy cannot be sent unless the vote is accompanied by \$1.50 in U.S. funds to cover costs of handling and shipping to another country.

Mail your ballot individually in a single envelope by March 31, 1988, to:
Comics Buyer's Guide Fan Awards
700 East State Street
Iola, Wisconsin 54990

Name Male Female (circle one) Age

Street or Box

City, State, and ZIP

Please type or print your votes and information clearly.
You need not cut or tear out this page in order to vote! Copies are acceptable and will be counted.

THEY WERE EARTH'S MIGHTIEST HEROES.
NOTHING LASTS FOREVER.



THE AVENGERS

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MONTHLY FROM MARVEL®.